

PRICE GUIDE FOR: MAGIC, ILLUMINATI, STAR TREK, AND MORE!

WIN A VALUE **MAGIC** DECK

BROUGHT
TO YOU BY

WIZARD

TINQUEST

THE FUTURE OF GAMING

Inside the mind of
Anson Maddocks!

**Magic: The Djinn
Efreit War!**

**The Illuminati
revealed!**



JUNE 1995

USA \$3.50 CAN \$4.95

DESIGN THE NEXT
RAGE
WEREWOLF!

DETAILS
INSIDE

MAGIC SOURCE

Your Source for...

Chronicles™ is an assortment of cards from the earlier out-of-print **Magic: The Gathering™** expansion sets, Arabian Nights,™ Antiquities,™ Legends™ and The Dark.™ These reprinted cards will be white-bordered and will retain the expansion set symbol. Chronicles will be made up of common, uncommon and rare cards and comes in 12-card booster packs.



...and other hot games

**ULTIMATE
COMBAT!**



ICE AGE

Open Mon-Fri, 9am-7pm; Sat, 12-5 ET.
Fax to: (518) 237-6245

Email to: abmorders@wizvax.net

The Magic Source, 69 Oliver St., POB 436, Cohoes, NY 12047

Foreign callers, or to receive our FREE catalog,
please call: (518) 237-5112.

We accept checks and money orders plus Mastercard, Visa,
American Express and Discover cards.

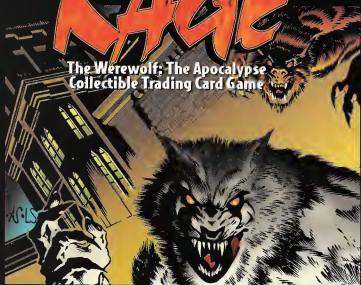
We ship anywhere in the world.
Free Airborne shipping
on certain orders!

Magic: The Gathering™
is a registered trademark of
Wizards of the Coast, Inc.
©1999 Wizards of the Coast, Inc.

1-800-2MAGIC6

RAGE

The Werewolf: The Apocalypse
Collectible Trading Card Game



The world is dying, smothered in the coils of the Wurm. Only the Garou werewolves can stop it. But who will lead them? The war is on, werewolf vs. werewolf, pack vs. pack. Wielding razor-sharp claws and mystic weapons, calling aid from ancient spirits, the Garou vie for leadership.

The limited-edition set of RAGE features over 300 cards, all with security holograms. Collect silver foil **Past Lives** chase cards, only available in RAGE booster packs. Build your own custom decks, and experience the frenzy of RAGE!



DOMINIA™ ON EARTH



THIS IS YOUR CHANCE TO PARTICIPATE IN SOME OF THE MOST INTENSE COMPETITION CANADA HAS EVER SEEN!

The Duelists' Convocation and the Canadian Cards and Comics Spectacular present an open tournament to select the Canadian World Championship Team!

We'll fly four winners to the **Magic: The Gathering™** World Championship event later this year to represent Canada against other international champions.

FOR MORE INFORMATION CONTACT:

Greater Lakes Hobby Conventions
513 Yonge St., Toronto, Ontario, Canada M4Y 1Y3
Phone (416) 944-3016

or
Duelists' Convocation, Wizards of the Coast
P.O. Box 707, Renton, WA, USA 98057-0707
Phone (206) 226-6500



Wizards of the Coast, Inc. P.O. Box 707, Renton, WA 98057-0707 Customer Service: (206) 624-0933

Magic: The Gathering, Deckmaster, Dominia, and Duelists' Convocation are trademarks of Wizards of the Coast, Inc. Wizards of the Coast is a registered trademark of Wizards of the Coast, Inc.



FEATURES

Anson Maddocks

Inside the mind of Magic's hottest artist. By Andrew Keaton

BAGI ME!

18

Conspiracies

Learn about Nazi UFOs, disemboweled cows, and other weird stuff. By Eric Black

26

Magic: The Movie

The heroes of Dominio hit the big screen. By the InQuest staff

34

The Djinn-Efreet War

An Arabian Nights version for Magic. By Michael Seale

38

Contests

The ultimate one-color Magic deck!

32

Win!

Design the next Rage werewolf!

42

IM A DWARVEN WARRIOR IM SO TOUGH I CAN CRUSH A BRICK IN MY BUTT CHEEKS!



It's sorcery at its best.

Join us as we cast Magic:

The Movie.



CONTEST

Be all the Rage, have your werewolf art appear in the next Rage expansion set.

DEPARTMENTS

LETTERS PAGE 7

NEWS AND NOTES 11

COLUMNS

EDITORIAL 4

KILLER DECKS 24

CARD STOCK 44

SWAN SONG 80

PRICE GUIDE

INTRO 46

PRICE GUIDE & CHECKLISTS

Magic: The Gathering 48

Narrative 72

Star Trek 77

Additional Listings 79

MAGIC È IL TUO BUONO!



Cover Artist

The Prince of Seattle, Anson Maddocks, illustrates his mastery over gothic fantasy. To learn more about this fantasy prince, turn to page 18.



18



You won't believe what we're cookin' up in this month's Three Deck. Take a whiff of page 25.

Wanted: Channel Fireball

Rise to Arms! Begin Your Own Ban the Channel Campaign!

What's worse than taking the 14-hour Kraft factory tour, swimming in a vat of Swiss, and then gobbling 48 slices of plastic-wrapped, nonpasteurized Velveeta? That's right—Channel Fireball, the ultimate in cheese.

See if this sounds familiar. It's the first duel of your tournament match. You're all excited about testing your new deck, about drawing those first seven cards that'll shape your world.

Suddenly, before you can draw your opening hand—bang, you're dead, obliterated by the ridiculously stupid Channel/Fireball combination! It's about as much fun as being rolled over by a tank. Please, let's play again. This time around I'll use my Vise deck, it'll be fun...

I love cheeseheads. Cheeseheads think a theme deck is a decision between Fireballs or Disintegrate; they confuse winning with fun. I guess hitting someone with a 19-point Fireball is fun to some folks—but not to me, nor anyone with whom I play Magic.

Of course, my real grievance is just with the "Channel" part of the Channel Fireball. You can't rule out Fireball: it's too vital a part of the game, and it's too much dang fun wiping out a whole slew o' little critters in one shot. You can, however, rule out Channel. I mean, you don't usually Channel in a Wall of Ice without a damn good reason. You might bring in an artifact at a critical time with Channel—I saw a real cool play where someone won a last-ditch effort with Channel and Mirror Universe—but odds are you won't put Channel in a high-powered deck for this purpose.

Unfortunately, there are those who will—those who bow down before the Almighty Shrine of Fromage and nuke newbies while they're studying the casting cost of their Benaish Hero.

The Channel Fireball is, without a doubt, an abuse of the rules. It throws the whole game out of whack—all your opponent has to do is pull ahead of you by one life and you lose! What kind of nonsense is that? We've already banned the card from our games, and now *InQuest* implores you to do the same wherever you play. It's long past due.

Wizards of the Coast...if you're listening, make an official announcement and get the Channel card banned from tournaments. We all know how it's used. Let's stop the madness!

Till next time,

Michael Searle
Editor



Top Five Reasons I Hate Channel Fireball

1. It's no fun when your opponent says "Game over" while you're unzipping your counter pouch.
2. I hate losing to 13 cents' worth of cards.
3. It isn't cool to kill people before they've had a chance to rotate their cards properly.
4. A chimp playing *Uno* could make the same play.
5. Cheese is best served on crackers, not opponents.

M T W T F

Editor-in-Chief Pat McCallum
Editor Michael Searle
Managing Editor Joe Yanarella
Associate Editor Matthew E. Hilliken
Assistant Editor Mike Fasolo
Editorial Assistant: Tom McKelvey
Administrative Assistant: Mercedes Cabo

Design Director: Robin James Raso

Contributing Writers: Eric Black
Andrew Rardon
Rick Swan

MIZARD PRESS

President/Publisher: Garab S. Shamus
Executive VP: Fred Pierce
Executive Assistant: Martha Scheldogger
Production Director: Douglas Goldstein
Marketing and Promotions Manager: Christine Cush
Marketing Associate: Daniel Reilly
Director of Circulation and Distribution: Paul Rotnick
Direct Sales Manager: Narty Stever
Retail Sales Manager: Steve Zarot
Account Executives: Brit Byrnes, Marc Greenbaum
Technical Support: Ben Todd
Customer Service: Maria Capello (714) 266-2574

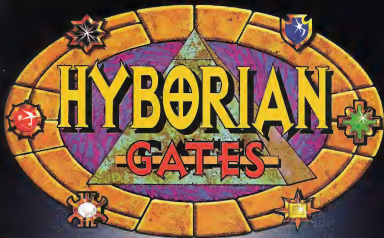
ADVERTISING SALES

Group Advertising Director: Michael Roberts
Manager, Special Projects: Allison James
West/Midwest Accounts Manager: Karen Jones
Eastern Accounts Manager: Jason Kelley
West Accounts/Western Region Manager: Betsy Hook (CA)
Advertising Coordinator: Karen Evora
Sales Assistant: Kathleen Joharty
NY: (714) 216-3907 fax: (714) 216-5206
CA: (310) 530-6560 fax: (310) 530-6690
After hours attention: Coffees and plenty of it
Early morning consultant: Howard Stern

Free trial of our exciting new board adventure is *Wizards of the Coast*, 11111th Street, Tempe, AZ 85281-2811. For info, call (480) 949-2023. Premium trial will also charge you. ©1994 Wizards, Tempe, AZ 85281-2811

Wizards of the Coast is a registered trademark of Wizards of the Coast. *Wizards of the Coast* is a registered trademark of Wizards of the Coast. *Wizards of the Coast* is a registered trademark of Wizards of the Coast.

Wizards of the Coast is a registered trademark of Wizards of the Coast. *Wizards of the Coast* is a registered trademark of Wizards of the Coast. *Wizards of the Coast* is a registered trademark of Wizards of the Coast.



COMING SUMMER '95!

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

The **HYBORIAN GATES** card game brings this fantastic collection of art to life.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.

Infinitely expandable, **HYBORIAN GATES** is the new generation in collectible card games.

Meet the artists of
HYBORIAN GATES,
Boris Vallejo and Julie Bell,
at **GEN CON® Game Fair**.



Julie Bell and Boris Vallejo

STAR OF THE GUARDIANS™

COLLECTIBLE TRADING CARD GAME



Limited Edition available now!

Blue Border, 20,000 displays of boosters and decks printed.
275 unique cards plus 10 player's aid cards in the collection.

Unlimited Edition due in October '95.

Black Border, same mix as the Limited Edition.

First Expansion due in October '95.

Blue Border, small run followed by a
black bordered unlimited run.

100 unique cards with a rules expansion.

SYSTEM



MAG FORCE **7**
Inc

PO Box 1106, Williams Bay, WI 53191 U.S.A. email: Guardian@Mag7.Com



INQUISITION

Run Naked Run Wild

Welcome back for a second helping of the InQuest letters page. Since it's still too early to run your reactions to our first issue—it hits the stands the week after this writing—we'll be running more questions and comments on our pre-#1 debut issue, as well as stuff sent to us via America Online. Before we go romping through the letters, let me ask you to put pen to paper and let us know what you think of our li'l mag here. We're still testing out new ideas and formats, and we can become the best magazine possible only if you tell us what you do and don't like.

Anyway, on to the letters.

More than Magic

I've been a roleplaying fan for most of my life now. I used to play D&D a lot, and like a lot of other people, we molded its rules and style to fit the way a fantasy game should be. You know, choosing which rules to play with and so forth, to make the game seem more real to us. RPGs allowed us the creative freedom to create our characters and explore the world with them.

These new card games are fun to play, but I hope they're not going to be the only things you cover. When you get into them, there isn't the same spark. If I took my D&D character and gave him to a friend to play, he wouldn't be the same, but if I gave my Magic deck to a friend, what's the difference? When I'm old and Magic has come and gone, I'll still remember my ninth-level paladin.

Ted Scott
Royal Oak, MI

If your circle of friends does nothing but play Magic, coerce them into trying new things. Yeah, Magic is great, but buy some Illuminati decks and give it a whirl, or dust off your old modules and character sheets and start them dice-a-rollin', if you're feeling particularly adventurous, go out and try something really new, like roller blading, whiffle ball, or meeting new people. All your life with

as many different experiences as possible; it's funner that way.

Thawed Out

What Magic expansion sets are coming out this year other than Ice Age?

Josie Kinsane
Buffalo, NY

By the time you read this, the Magic Fourth Edition should be out. In June, Ice Age hits the shelves, and then comes Chronicles (reprinting cards from Legends, Antiquities, and so on), and the Ice Age expansion Homelands (or whatever it's going to be called) should rear its head before year's end. Keep in mind, though, that our friends at Wizards of the Coast have a rep for running late.

Home Improvement

I picked up your premier issue, and I had some pointers for you.

- 1) Your card price guide should include descriptions for all the cards. That kind of information is clutch for gamers putting together new decks.
- 2) Have Anson Maddocks do every cover.
- 3) Don't focus on just Magic. There's a lot of great stuff out there. You're limiting yourself and the amount of readers that will



■ "Here Anson Maddocks art? Isn't Icy Prison cool enough for ya?" See page 18 for a sneak peek at more Maddocks Ice Age art.



■ In the new Batman movie Jim Carrey plays the part of the Riddler. Should SkyBox put out a DC Comics card game you'll be sure to find this guy on one of them.



■ Full-stamped blood? If it comes to that we're trading in our Jyhad cards in for a paper shredder.

pick up your book if you focus on Magic and nothing else.

4) Your news section is OK, but it doesn't seem overly timely. This is the type of section that I turn to first, and being a big fan of card games, I want to know about everything that's going on. You have to work to make this section stronger, more up-to-date, and more comprehensive.

That's about it. I liked the book, I just think you can do better.

Luik Gosan

Highland Beach, FL

1) Check out the back of the book.

2) That'd be neat, but he's a busy guy. Hope this issue's cover can take you over until we can get him again.

3) We'll cover as many different games as we can in our 80 pages.

4) I think our news section has improved tremendously, but we're still fine tuning this mag.

"Da-ne-no-na-ne-na..."

The new Batman movie is coming out and it looks great! Is there a Batman card game in the works?

Kurt Wayne

Roundhill, KY

Last we heard, SkyBox is doing the DC Comics card game, which should have Batman in it. As a side note, Fleer, which is owned by DC's comic book arch-nemesis, Marvel Comics, recently purchased SkyBox.

Games²

Why are so many card games coming out now? When I go to the store, the countertop is covered by dozens of games, most of which I've never heard of. Is the market being flooded?

Justin Perry

Lake Forest, IL

Yeah, there's a lot of games being released nowadays, but I don't think the market has reached an unmanageable level yet (though about 30 more card games will be released by the end of '95, so ask me again then). And remember, in *all* them games there might be lurking another Magic.

Ixnay on the Immicksgay

This is almost a comic book question, but since you do Wizard, I figure you'll know what I'm talking about. With comic books being foil-covered with holograms and die-cut covers and stuff, how long do you think it will be before we see gold-edition Magic cards, or Jyhad cards with foil-stamped blood, stupid stuff like that?

That kind of useless, price-gouging garbage screwed up the comic book industry. Do you guys know if any of the game companies are planning on doing any stuff like that?

Roger Cohen

Murkirk, VA

Yep. Check out this month's Swan Song.

Looking for trouble

How can I find out about Magic tournaments in my area?

Bob Sadoff

Oever, TN

Your local gaming store should have tournaments or gamers who know where to find them. If that fails, and you have access to a computer, try the great computer network.

In the future, InQuest would like to include tournament listings in our hallowed pages.



Trekkie

Will there ever be a Star Trek game with the original cast? You know, Kirk, Spock, McCoy, and the whole bunch. I enjoy the old series better than the new ones, and I would prefer playing with the old guys. Have you heard anything about possible [Star Trek: Deep Space Nine] or Voyager sets?

Tara McCormick

La Vite, NE

Haven't heard a peep, though it stands to reason that expansion sets featuring the original series, DS9, Voyager, the movies, the old cartoon series, T.J. Hooker, Rescue 911, Judgment at Nuremberg, and the episode of The Twilight Zone in which William Shatner sees the gremlin will all be made.

Paper, Not Plastic

I play Magic a lot, and my cards are starting to get frayed corners. I've even had to replace a couple because they were so scratched up that they were considered "marked." How can you stop them from getting that way?

Sean Collins

Sevensville, GA

Some people put their cards in it's plastic sleeves, but that's not tournament legal. It's also irritating to fellow players. My advice is to shuffle carefully, play on a clean surface, and wear clean underwear in case you get in an accident.

The Men From The Boys

I've been trying a lot of different card games lately, and I've been shocked at how many different types of themes the cards have. For instance, in *Magic*, you have cards that attack your opponent to take away his life points; *Illuminati* has cards that either destroy or control cards, strengthening your power base; *Star Trek* has cards that enable you to complete various missions, and so on.

What makes one card game more popular than the others? Why do some card games sell like crazy and others fail to spark any interest?

Anthony Gledhill
Brooklyn, NY



What a game must be, above all else, is fun. What makes a game fun? Well, humans, being a fairly workaholic race, enjoy putting the kibosh on things. Especially each other. That's why *Magic* is so popular. Aside from being a very well thought-out and balanced card game, the object is to off your opponent. Many of the card games out there are either too unbalanced or don't have combat interactivity, which are two fairly important ingredients to a good card game.

And that, as they say, is that. See you again next month.



Send your letters to InQuestMag@aol.com or:

INQUISITION

151 Wells Ave.

Congers, NY 10920

Stumpers

Q: If you have a Guardian Beast out and your Aeg wants to swallow one of your own artifacts, can he?

—J. Clark, Boston, MA

A: Sacrifice is a cost that cannot be prevented. If you want to sacrifice an artifact to Aeg, a Guardian Beast will not stop you. You can feed a White Knight to a Lord of the Pit, and protection from black will not save it.

Q: If you fark a Wheel of Fortune to draw two consecutive seven-card hands, can you cast instants or interrupts from your first set before discarding them and drawing the second set?

—T. Pierce, Glenshaw, PA

A: Because of timing rules, you can only cast interrupts.

Q: I bring out a Benalisk Hero and throw Holy Armor on it—then someone immediately lightning bolts the Hero. Is the enchantment cast? If so, do I have time to pump one white mana in and save the Hero?

—P. Truller, Schenectady, NY

A: If you had a spell that prevented, reduced, or reflected the damage—or a spell that regenerated the Hero—she'd be alive, however, pumping up the Holy Armor is none of these, so you can't use it. Unfortunately, your Hero dies.

Q: I cast Word of Command on my opponent, then cast his own Duskwalk Tutor. Who searches through my opponent's deck to find a card?

—K. Leonard, Champaign, IL

A: Word of Command forces your opponent to cast a spell, but you get to make any necessary decisions. The Word of Command caster gets to search through the deck (with the other guy watching) and give the card to his opponent.

Q: My *Mara's Goblin Raiders* gets steered by a trampling War Machine. I have a *Semite Healer*, who prevents one point of damage to the *Goblin Raiders*. How much trample damage goes through to me?

—J. Jones, Wayne, MI

A: All damage is assigned simultaneously, so two points of Trample get through. Then healing effects gets used, so the goblin gets run over and, amazingly, still survives.

Q: Is Sol Ring pronounced like "Sol," as in the sun, or "soul," as in the spirit?

—R. Palmiste, Detroit, MI

A: We pronounce it like the sun.

Special thanks to Rich Redman of Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

Stumpers c/o InQuest

151 Wells Ave.

Congers, NY 10920



I'M SO HOT I'M BURNING MYSELF. HEYOW!



■ You say tomyto, I say tomyto...

Clon, there are tremendous differences between soul and sol. Just ask James Brown: the Godfather of Soul.

HEARTBREAKER'S INQUISITION™

INQUISITION™ the first expansion for Doomtrooper™ is designed to take the game into some new directions. It will center around the most powerful forces in the universe, the Brotherhood and the Dark Legion. Most of the cards will have a link to these organizations, but are designed to please those who have specialized in any one of the corporations.

Inquisition will also introduce a new card category—RELICS—ancient objects and artifacts that hold tremendous powers. There will also be new personalities from all of the corporations (including the Supreme Cardinal of the Brotherhood and all five Dark Apostles), new vehicles, new equipment and more!

Besides new game play features, there's also other enhancements. LIMITED EDITION, GOLD FOIL packaging, over 100 new cards and randomly inserted cards signed by some of the top Doomtrooper artists will be included throughout the world-wide print run.

Inquisition booster packs will contain 8 cards each and there will be 60 booster packs per display.



Heartbreaker Hobbies
P.O. Box 105, Folsom, PA 19033 USA



INQUISITION AND DOOMTROOPER AVAILABLE FROM
THE COMPLEAT STRATEGIST
TOLL FREE MAIL ORDER HOTLINE
800-225-4344

The Compleat Strategist
11 E. 33rd ST.
New York, NY 10016
(212) 685-3880

Rockefeller Center
630 Fifth Ave.
Concourse Level
(212) 265-7449

New York West
320 W. 57th St.
New York, NY 10111
(212) 582-1272

King of Prussia, PA
580 Shoemaker Rd.
King of Prussia, PA
19406
(610) 265-8562

Falls Church, VA
103 E. Broad St.
Falls Church, VA
22046
(703) 532-2477

Boston, MA
201 Massachusetts Ave.
Boston, MA 02115
(617) 267-2451

IF IT'S NEWS,
IT'S HERE!

MAGIC BANNED

NEW YORK SCHOOL DISTRICT PROHIBITS GAME

Bedford Central School District in Westchester County, N.Y., has imposed a 30-day ban on *Magic: The Gathering*.

The game, which was played in extracurricular clubs at Fox Lane Middle School and Pound Ridge Elementary School, caught Ceil DiNozzi's eye when her fourth graders brought a card home. "The picture on it was very graphic, and very indicative to me of just evil," she recalls.

DiNozzi found other cards, like *Demonic Tutor* and *Demonic Hordes*, that disturbed her. "There's no good and bad, it's just evil against evil," she says. "To me this is a seductive little satanic game.... I just don't think it's healthy for children."

With the help of Mary Ann DiBari, a lawyer whose grandchildren attend Pound Ridge, DiNozzi met with Bedford Superintendent Dr. Bruce Dennis, some school board members, and parents who supported the game. When a psychiatrist and a psychologist raised concerns over what they called occult symbolism, Dennis declared a moratorium in order to study the issue.

DiNozzi and DiBari say that *Magic* has caused Bedford players to threaten and intimidate other children. But several local parents and children support the game, denying that the card pictures are satanic.

"I think they have little meaning, little impact on the kids as they play it. They're really approaching it as a game," said the Rev. Paul D. Alcorn. He spoke at a recent tournament organized for Bedford students by his son and a friend. The tournament, which attracted about 50 players, was held in Bedford Presbyterian Church, where Alcorn is co-pastor, proceeds from the event went to a charity for the homeless.

Timothy Warden-Hertz, a Fox Lane sixth grader who helped organize the event, feels that young players can separate fantasy from reality. "We don't set up temples or sacrifice to the Lord of the Pit," he says. The game "doesn't hurt anyone, it hasn't hurt anyone." If anything, he says, *Magic* players have been the victim of teasing.

Although one parent mentioned incidents of children stealing *Magic* cards, many adults praise the game.

"What I think of the game is it's fantastic," says Sue Clark, who supervised the Pound Ridge elementary school *Magic* club. She notes that players will teach other children, even those with whom they might not normally socialize. Like

other parents, she feels the game helps children expand their vocabulary and hone their strategic planning.

But DiBari is concerned that *Magic*'s religious allusions violate the Constitutional separation of church and state. "It is blasphemous of those who have other views, and they're not permitted to present [religious views] openly," she asserts.

Her group was upset when Dennis told a local paper that he would let his children play *Magic*. DiBari characterized this statement as an "endorsement" by a public school official.

But Clark feels that a ban on the cards would be unfair. "Mrs. DiNozzi has very strong personal convictions," Clark says, "but I think they're being imposed, and that's wrong."

Other parents suggested that *Magic* protesters want to ban other objectionable material. DiNozzi and DiBari say they're concerned only with *Magic*.

Magic manufacturer Wizards of the Coast sent a representative to meet with Dennis and attend the tournament. The spokesperson, Doug Ferguson, stressed that the cards are only a game. He noted that the company often heard praise from parents, but added that a pentagram had been removed from the Fourth Edition version of *Unholy Strength* to forestall criticism.

At press time, Bedford School District officials had not announced when they would rule on the status of *Magic*.

DiBari says her group will press for a permanent school ban on the game. "If you want to go to war over it, then we'll go to war over it, but we'd rather not. If I had my druthers, I'd like to go home and forget about the whole thing."

"To me [*Magic*] is a seductive little satanic game..."

—Ceil DiNozzi, angry parent



■ Evil is as evil
does: does *Magic*
cause satanism?

White Wolf Release New Storyteller Game

White Wolf began the Storyteller tradition in 1991 with the release of *Vampire: The Masquerade*. It followed up with *Werewolf: The Apocalypse*, *Mage: The Ascension*, and *Wraith: The Oblivion*. This June, after five years of continual success with the Storyteller series, White Wolf will bring it all to an end with the release of the fifth and final Storyteller game, *Changeling: The Dreaming*, by Storyteller creator Mark Rein-Hagen.

Trapped in the real world, you play a being who is not quite faerie, but not quite human either. The only source of power you possess is the Glamour, a strong but unpredictable magic that is the last of your ties to your home, Arcadia.

Above: Whispers in the night, the Slough are errant changelings who concern themselves with dark secrets.

Right: Look for the Vampire TV series to hit the screens by early fall.

Unlike the other four entries in the Storyteller series, this entire 260-page book will be printed in full color.

Changeling will introduce a new add-on system using cards instead of dice. One hundred sixty-eight oversized Cantip Cards will act as a supplemental Glamour magic system. The cards are slated for August release and will feature art from Richard Kane-Ferguson, Quinton Hoover, Richard Thomas, and others.

White Wolf has lined up a trilogy of sourcebooks and a trilogy of novels to support *Changeling*. Each *Immortal Eyes* sourcebook will be based on an *Immortal Eyes* novel. The first game book, *Toybox*, will ship in August, to be followed later in the year by a novel of the same name. The series should wrap up in mid-1996.

White Wolf Vampire Series

Mark Rein-Hagen is overseeing a TV series for the Fox network based on his *Vampire: The Masquerade* RPG. The one-and-a-half-hour pilot was written by John Leekey, whose previous credits include the mini-series *The Blue and the Gray*. The show will premier in late summer or early fall.

White Wolf and Rein-Hagen were approached by Tony Krantz, a TV packager for Creative Artists Agency who has been involved in such hits as *Beverly Hills 90210*, *Twin Peaks*, and *ER*. Krantz got interested in *Vampire* after being told it was a best-selling game. He picked up the rule book, read it, and went to White Wolf with a proposal.

Wes Harris, White Wolf's vice president of new business and licensing, states, "I've been on the set and seen the dailies, and it looks great."

White Wolf had not released the show's cast at press time.

WotC Buys Andon Unlimited

Wizards of the Coast has purchased Andon Unlimited, a gaming convention management company.

Andon, which relocated from Kent, Ohio, to WotC's Renton, Wash., offices, will retain its name. It will continue to run conventions it has previously managed, including AndCon, 3-Rivers Game Fest, the GAMA Trade Show, sponsored by the Game Manufacturers Association, and Origins, the second-largest gaming convention in the U.S.

Andon will also manage WotC's Duellists Convocation, which sanctions Magic tournaments, the Convention Relations team, which plans WotC's convention appearances, and the new Demo Tour team, which will bring WotC personnel to gaming stores across the nation in various "Game Day" events.



Mutants & Movies

Edward R. Pressman Film Corp. is reportedly seeking Arnold Schwarzenegger, Shaquille O'Neal, and Howie Long for starring roles in its *Mutant Chronicles* film. The trio would play Doomtroopers protecting Earth from a menace from the 10th planet.

Pressman, known for films like *Conan the Barbarian*, *Wall Street*, and the upcoming *Judge Dredd*, has already hired a writer and director. Philip Eisner has scripted for Robert DeNiro's *Tribeca* TV series. Director Stephen Norrington worked on James Cameron's hits *Aliens* and *Terminator*.



Here's the Deal: The complete *Illuminati* New World Order! This set has everything the collector and player could ever want. All 400 common, uncommon, rare, and special cards are included, plus the set of each *Illuminati* card, and blank cards too! You still want more? You get it! Besides being completely playable with the *INWO* (standard and Unlimited Editions), the Factory Set card boxes will have a different graphic design so collectors can distinguish those from all other *INWO* editions.

Wing Commander Card Game

Mag Force 7 is working on the *Wing Commander Collectible Trading Card Game*, based on Origin Systems' best-selling CD-ROM game *Wing Commander III: Heart of the Tiger*. Designed by Jeff Grubb (*Marvel Superhero* roleplaying game and *Blood Wars*) and Don Perrin (*Star of the Guardians*), the game will pit the Terran Confederacy against the alien Kithari and will feature images taken directly from the computer game.

The stars from the computer game, Mark Hamill, John Rhys-Davies, and Malcolm McDowell, will be featured on the cards in photorealistic paintings by book cover artists such as Bob Eggleton, J.R. Daniels, and Bill Hodgson. Due to be released in August, the Limited Edition Set will contain 300 cards and be sold in 65-card starter decks for \$8.95 and 15-card booster packs for \$2.95.



Here's the Deal: *Phoenix* is the first expansion set for *Wyrms*. This 90-card set will feature more dragons and terrain cards, all drawn by Peter Pincus. *Phoenix* will also feature a new, revised rules card, making game play easier for newcomers.

On the Shelves continued on page 35...

The Spice of Life

FPC's first collectible card game, *Guardians*, is due in August. Designed by Luke Peterschmidt and fantasy artist Keith Parkinson, it features illustrations from Brom, Don Maltz, Mike Ploog, James Warhola, and Parkinson himself. This game pits warring armies against one another, and allows the combatants to tap the awesome power of godlike beings called Guardians. The 280-card set will be sold in 60-card starter decks retailing for \$8.95 and 14-card booster packs for \$2.79.

Collectors of *Galactic Empires* cards who don't have them all yet had better hurry. As soon as the Primary Edition and the first expansion set, *New Empires*, sell out, the new Unlimited Edition will debut. While it'll contain 600 cards from the first two sets, 65 of the original cards will go out of print at this time.

There's something special lurking in *Galactic Empires* Primary Edition boosters: Companion Games has inserted one of what it calls an Ultra Super Mega Rare and Valuable Beyond Belief Card. The card can be redeemed for \$10,000. Three similar cards redeemable for \$1,000 each are hidden in *New Empires* boosters.



Spaced Out

Heartbreaker Hobbies & Games will release its newest collectible card game in July. In *Super Nova*, the object is to create the biggest intergalactic empire. Using military, economic, and diplomatic power, you must fight for control of planets and crush your enemies. The first printing will consist of 100 common, 35 uncommon, and 30 rare cards. *Super Nova* will be sold in master booster packs with 18 cards and a rules booklet, with a retail price of \$2.95 per pack.

Companion Games is releasing two new *Galactic Empires* expansions this summer. In July, *Origins* and *DragonCon* attendees can grab *Powers of the Mind*. This set lets players represent three empires of wizard-like beings who use psionic powers, not starships, for defense. *Time Gates*, set for a Gen Con premiere, deals with the hazards of traveling through and altering time. Companion says that *Time Gates'* chaos and fast-paced action will turn *Galactic Empires* inside out.

Battlelords, a collectible card game based on the RPG of the same name, will be coming out in August from New Millennium Entertainment. You must command your corps in battle on the frontier of the 23rd-century Fornax Galaxy. Fame and fortune decks let you protect your power and provide you with money. The more than 300 cards are illustrated by Anson Maddocks, Quinton Hoover, Doug Shuler, and others.

Moons of Khadar, a collectible card game from Outer Earth, is due August or September. You are a Khadan, a Klan Lord, and must lead your Klan against opponents, employing a variety of objects and actions such as satellites, aircraft, vehicles, subversion, and influence to triumph in battle. The 60-card starter decks will retail for \$9.50 and the 15-card booster packs will be sold for \$3.50.

Far Out

The Nephilim are ancient spirits that can possess a human body. The *Foes of the Nephilim* are a group of humans that want to eliminate these spirits. If you'd like to join the ranks of these hunters, pick up Chaosium's \$16.95 *Foes of the Nephilim* in June.

In August, Arcana, the 150-card expansion set for *On the Edge*, will hit the shelves. This Atlas Games set will answer questions about the mystical subculture of Al Amarja and all the strange happenings in places like the Center for Paranormal Control and D'Aubaine University. The 10-card expansion packs will retail for \$1.95.

Networks, November's expansion for *On the Edge*, makes a weird game even weirder. On-island conspira-



cies thicken thanks to the Throckmorton Device's trans-temporal energy. The set will be chockablock with covert agents, their gear, and their secrets.

Nonsense

What inspired *Iluminati*? The *Principia Discordia*, of course. Due in May for \$9.95, this unofficial bible of Discordianism is full of philosophy, clip art, political subversion, and even some '60s dope jokes.

A world where people are actually characters in an RPG? That's exactly what you'll get if you pick up *FRUP*, the new RPG being released in August by Hoghead Publishing. It all started 3,000 years ago, when three RPG books crashed to the ground and became the world's religion! For \$19.95, you can play a non-player character, a monster, a rules lawyer, or even a chain-mail-clad bikini babe.



Men in Tights

WildStorm Productions' *WildStorms: The Expandable Super-Hero Card Game* will hit the market this August. All the popular characters from WildStorm's *Gen 13*, *WildC.A.T.s*, *StormWatch*, *Team 7*, and *WetWorks* comics will be included in the 315-card set. Certain rare cards will feature non-WildStorm characters. The game was designed by comic artist Jim Lee and Drew Bittner, who has worked for Steve Jackson Games and TSR, with contributions from freelancer Matt Forbeck. Starters will sell for \$7.95, 15-card boosters for \$2.25.

Gridiron, the first trading card game to focus on—you guessed it—sports, should be available from Precedence for the start of the football season. With 400 cards in the set, the first 60-card starter deck will retail for \$7.95. Fifteen-card booster packs will follow with a \$1.95 price tag. The first set focuses on a down-and-dirty fictional football league.

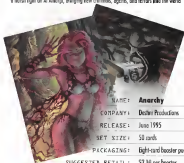
Boxes

This June, West End Games will release the *DarkStryker* box set for the *Star Wars* universe. This campaign is set four years after the death of the emperor. Though ill-equipped, you and your band of rebels must hunt down an escaped Imperial Moff.



NAME: **Shadows**
 COMPANY: Atlas Games
 SET SIZE: 117 cards
 RELEASE: May 1995
 PACKAGING: 10-card booster packs
 SUGGESTED RETAIL: \$1.95 per booster

Here's the Deal: When you live on the edge, night is a time of evil. This 117-card expansion set shines a harsh light on *All America*, bringing new criminals, agents, and horrors into the world.



NAME: **Anarchy**
 COMPANY: Destiny Productions
 RELEASE: June 1995
 SET SIZE: 58 cards
 PACKAGING: Eight-card booster packs
 SUGGESTED RETAIL: \$2.10 per booster

Here's the Deal: *Anarchy*, the first expansion set for *Flights of Fantasy*, is due in late June. The set will contain 18 unique enhancement cards, one for each of the five realms of battle. *Destiny* has upgraded its card stock and UV coated the art face to produce a more resistant and durable playing card. Ed Board Jr., Ron Rosenthal, and Ralph Pevz Jr. remain the main artists for the cards.



NAME: **Facts & Factions**
 COMPANY: TSR
 SET SIZE: 130 cards
 RELEASE: June 1995
 PACKAGING: 15-card booster packs
 SUGGESTED RETAIL: \$2.50 per booster

Here's the Deal: *Facts and Factions*, the second *Albedo Wars* expansion set, introduces characters like the leader of the City of Doors and the Lady of Pain.



NAME: Hyborian Gates
COMPANY: Corix
RELEASE: June 1995
SET SIZE: 450 cards
PACKAGING: 110-card starter decks, 15-card boosters
SUGGESTED RETAIL: \$9.95 per starter, \$2.50 per booster

by © 1995 Hobbies

Here's the Deal: Julie Bell and Boris Vallejo combined their talents for this new collectible card game that melds magic and technology. Using companion, magic, tech, and vehicle cards, you meet battle enemies for the control of various dimensions.



NAME: Shadowfist
COMPANY: Daedalus Games
RELEASE: June 1995
SET SIZE: 300 cards
PACKAGING: 80-card starter decks,
 12-card booster packs
SUGGESTED RETAIL: \$8.95 per starter, \$2.50 per booster

© Shadowfist

Here's the Deal: Martial arts, gnomes and supernatural creatures are your source of attack and defense in this collectible card game. *Feng shui*, the ancient Chinese art of geomancy, is the source of your power. You must get your *feng shui* cards into play while stopping your opponents from getting theirs. Jesper Myrtoft, of Magic Fame, is the art director for Shadowfist.



NAME: Super Deck! Slim Decks
COMPANY: Card Sharks
RELEASE: June 1995
SET SIZE: 160 cards
PACKAGING: 30-card "slim decks"
SUGGESTED RETAIL: \$3.50 per deck

by © Card Sharks, Inc.

Here's the Deal: Slim decks are 30-card packs filled with a selection of 100-all-new heroes, villains, powers, equipment, and monsters. There are two bonus cards, one of which is every 10 slim decks, that can be redeemed for four powerful cards that are available in no other way.

Combat in Kowloon, an introductory box set for *Shadowfist*, will be appearing in August from Daedalus Games. The set, designed to bring new gamers into the world of *Shadowfist*, will contain glass bead



by © Shadowfist

counters, a colorful rule book with new illustrations and information, and two preconfigured decks of 60 cards each, including over 30 new cards. The art for the cards will come from talent such as Jesper Myrtoft, Heather Hudson, Melissa Berson, and Susan Van Camp.

The Library



Miss Gibson

Do you want to know all there is to know about *Al Amarja*? Now you can, with the *Surviving on the Edge* player's guide. This 224-page book, retailing for \$9.95, will debut

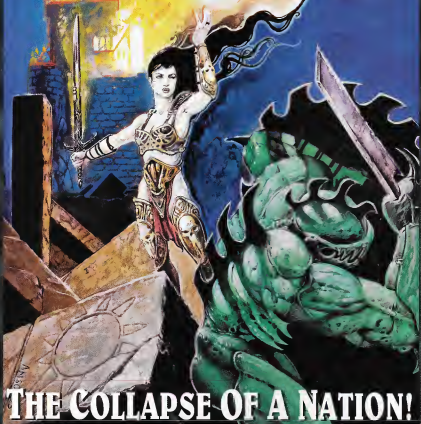
in June and give background on the game and suggest strategies, tactics, and hints.

R. Talsorian Games will be releasing two *Castle Falkenstein* products in August. *Comme il Faut*, a referee's manual retailing for \$12, is filled with guidelines, ideas, and reference material for campaigns. *Sixguns and Sorcery* is the sourcebook for the *Steam Age U.S.A.* and will retail for \$16.

FASA has two new books slated for the summer. In July, *Technical Readout: 3058* (\$18 retail) will deliver stats and illustrations for the new *BattleMechs* discovered by the Inner Sphere. In August, look for *Virtual Realities 2.0* (also \$18). This updated second-edition *Shadowrun* sourcebook includes revised *Matrix* rules, stats for programs and countermeasures, and information on those Netrunning whiz kids known as the Otaku.

© 1995 Fantasy, Inc.

BEFORE THE ICE AGE...



THE COLLAPSE OF A NATION!

Fallen Empires **MAGIC**
The Gathering
MINISERIES

Featuring a Free Fallen Empires™ Booster Pack in Each Issue.

COMING MAY '95





←

AHEAD OF THE GAME

▲



Artist Anson Maddocks on the new *Magic Ice Age* expansion, how he got to be the Prince of Seattle, and that fateful blue monkey.

Anson Maddocks was the

subject of a brief Q&A in our

special edition. Readers told us

they wanted more, so we

obliged!



Blizzard

BY ANDREW REYNOLDS

The first thing I ever painted was a blue monkey," reveals top-notch *Magic: The Gathering* artist Anson Maddocks, who began his illustrious art career in the seventh grade. "We were given random pages out of a *National Geographic*. I had a really great art teacher in junior high... He'd give us these different photographs, and we were supposed to reproduce the photographs, but in the exact opposite color schemes. So I ended up with a blue baby orangutan. My mother has it. It's one of her favorite pieces."

The Alaskan-born artist, who now resides in Seattle, Wash., has since become one of the most popular artists in the card market today. But it's not easy going from blue monkeys to *Hulloon Minotaur*: Maddocks took on a number of odd, though highly creative, jobs before hitting it big with *Wizards of the Coast*.



Anson and his artwork

"I was working in a retail vintage clothing store, and we'd buy leather jackets from people and sell them," Maddocks remembers. "We bought a few that had paintings on them, and I thought it'd be kind of interesting to do a couple.... People would come in, they'd like the jackets, but it'd be too much money for them to pay, so they'd ask me if I'd just paint one on the back of theirs. And that's how that got started."

Maddocks painted several jackets, including three for Geoff Tate, the lead singer of the band *Queensrÿche*. Then there were T-shirts and his first

color work in print—Ann Williams' book *Dankreamer*.

"This girl had come up with a bunch of poetry that she used to help get herself out of a suicidal depression. It related with her and this fantasy figure of hers—this dark, brooding, male knight figure called Raven; her alter ego in the book was Amber. I had to do these illustrations that sort of reflected the tone of each poem. This is a project that she was writing tables to pay for, and I think she's still paying for it. I think there were only 500 copies made."

His next move was to display his wares at coffee shops and clothing stores. And then, along with longtime friend and current *Magic* artist Mark Tedin, the two of them leapt from the second to the third dimension.

"Mark Tedin and I would rework entire night clubs based on a theme. One we did was called the *Tragedy of Obsolescence*—a techno-gothic theme. It was about 6,000 square feet

"*Magic* creator Richard Garfield thought it'd be funny and he used my name in [Jyhad] as the Prince of Seattle. It stuck." —Anson

of club space that we completely converted into this different alien sort of theme. We painted on the walls themselves, put in hardware, and had lights going on.

"We had a large figure hanging from the ceiling. His name was Grendel; he was like a mechanical skeleton with this big long umbilicus for a torso adhered to the wall. We had a fog machine inside him, and every once in a while the DJ could hit a switch and fog would billow out of his mouth."

During this time, Maddocks was also freelancing for *The Seattle Weekly* and *Technical Analysis of Stocks and Commodities*, but, according to Maddocks, "They stopped calling me after a while because the stuff I did was too strange."

The magic really started flowing while he was taking design classes at Cornish College of the Arts in Seattle. There he met Jesper Myrfors, Wizards of the Coast's art director. "He knew of me and my work and asked to see my portfolio," says Maddocks.

Myrfors offered Maddocks his first job for Wizards: illustrating *Thystrom's Collectanea*, part of the *Talsiana* roleplaying game that WotC had long been carrying. Maddocks got Tedin in on the project.

And then lightning struck. "We were working on that together and then *Magic* came along."

For those of you living in caves, *Magic: The Gathering* is the hottest collectible card game to hit the nation since, well, since ever. *Magic* quickly stole the hearts and minds of gamers everywhere. Maddocks was catapulted into their consciousness thanks to his depictions of Cyclopran Tombs, Plague Rats, and Thrones of Bone. Maddocks contributed some 30 pieces to the first *Magic* set, or about 10 percent of all the original artwork. He's been painting for WotC ever since, including 17 pieces of art for *Magic*'s newest expansion set, *Ice Age*.

"It's a nice project," Maddocks says. "The art for it is

fantastic in general. Everybody's art that came in is just top-notch...

"In *Fallen Empires*, the artwork quality is up quite a bit, and it's even more so in *Ice Age*. I think people are just generally getting better, and they're showing a stronger interest in doing good work for the game. There's competition with all the other artists—sort of an unwritten competition—that everybody's trying to be on par with who they think is excellent. I think that helps."

While designing new art for *Ice Age* lands and creating new creatures and spells, Maddocks ran into very few problems. But as every artist can tell you, translating an idea onto paper isn't always easy.

"I had to completely redo Icy Prison because I didn't get the point across that I wanted. In redoing it, I ended up going with a different idea anyway. [Originally], it actually looked like someone was drowning under water, rather than trapped under ice," says Maddocks.

Maze of Ith from *The Dark* is "another one that I reedid at the last minute because I got a better idea," he says.

"The original idea I had was a sort of four-legged beast, and his face was sort of inspired by [a dog with a wrinkled face], a Sharpei, actually—its face all curled up and convoluted, forming a maze."

Of his own *Ice Age* cards, Maddocks' favorite is *Infernal Order*. "There's a male figure holding up a chalice. In

the background, there's some tentacles raising a helmet to his head. He has chains that come out of his eye sockets and drape over his cheeks and then back up to a headband that goes over his head.

It's interesting. It's dramatic. It sets up the mood."

Mood is something Maddocks definitely dwells on: whether he's sketching, painting, or merely brainstorming, the artist likes to have music around to set his mood. (The Cranes, "a sort of melancholy rock," are his favorites.) "Every time I pass by a music store," he says, "I grab a CD that seems like it might be interesting, and I'll just throw it in with the rest of my stuff. It's really important for me to have a good mood while I work."

Especially in the early stages of a card. "All we receive is the name," he says. "Sometimes we can ask them [for more information] and they'll tell us, and I think they would actually like that. But there's sort of this unwritten rule that designers don't tell the artists what they have in mind. It adds variety to the game. They let you know if it's a creature or a spell, and if it's flying.

"They give me a list of words, and I just grab my sketchbook and go find a quiet coffee shop that has good music. I'll just sit down and do as many sketches as I need to before



"They give me a list of words, and I just grab my sketchbook and go find a quiet coffee shop that has good music."

—Anson





something clicks.

The sketches are usually pretty vague—just enough to give me a compositional idea. And then I'll put it right to illustration board and finish it up.

"For some reason it's actually less distracting to go sit down at a table in a coffee shop. I don't have a phone. I don't have a television. You sort of isolate yourself at your table. There's nothing else for you to do but work."

For the record, the artist, who prefers a double-ball cappuccino, declares that there is no good coffee where he works in Renton.

Of his numerous contributions to *Magic*, Maddocks says the Hurlon Minotaur, which has become a mascot of sorts for *Magic*, is among his favorites. The fans, however, helped with this decision.

"I like the Minotaur in the sense that it makes so many other people happy, so that sort of kicks back on me and I have to appreciate it for that. But it's really hard for me to pick one in particular that I like the most, because I learn from each one that I do. I get something new out of it, and something different than the last one gave me."

The Hurlon Minotaur was indeed quite different from the usual half-man, half-bull hybrid. "Whenever you get something like an elf, or goblin, or orc, or minotaur," Maddocks reveals, "you automatically get pre-established images in your head that have come to you from movies or other illustrations. And whenever that happens, I always try to push it to left field and try to get something new out of it."

"With the Minotaur, I did four or five different sketches for it, and all of them were different. What I ended up with was trying to imagine the world of the minotaur—what sort of rituals they might have and how they might live—and I tried to pull the tribalistic aspect out of that. I went with the scarification and the sort of scrimshaw on the horns as a sort of totem or rite of passage."

Maddocks may have opened up a whole new world of Minotaurs—future sets, including *Magic*'s next expansion, *The Homelands*, may include more of the horned creatures—but he's basically closed the door to a different species of the flying variety.

"I really don't like dragons at all," he says. "I did so many of them when I was younger, I can't portray them in a new way. It's really hard for me to rework them in a way that I haven't seen before. It sort of kills the interest."

"There was a portion in the lower left hand corner [of the Living Wall card] that I intended to be an esophagus. It was misinterpreted for another orifice."

—Anson



Foal Familiar

Maddocks' career recently took a step sideways when he moved briefly to comics. Acclaim Comics launched its Armada imprint in March with comics based on *Magic*. Maddocks, who'll be providing covers to the two *Fallen Empires* issues as well as a Hurlon Minotaur one-shot, thoroughly enjoyed the project.

"It's nice to work large," he says. "I enjoy it more. You can put more detail in it and get more involved in it. You can get a lot more across. When you're working on the cards, you realize that half of the subtleties you put in there are gonna be completely lost because of the [size] reduction."

A number of interesting projects are on tap for the future. Maddocks redesigned the logo for *WotC's* *Vampire: The Eternal Struggle*, formerly known as *Jyhad*. He's also doing about 10 cards for the set. This seems only appropriate, considering he actually appeared in *Jyhad* as Anson, Prince of Seattle.

"Early on that was a joke in the play-test decks. [Magic creator] Richard Garfield thought it'd be funny and he used my name in the game as the Prince of Seattle. It stuck and actually got into the final rounds. I was asked to [paint it], but I thought it'd be too ridiculous, so I let Mark Tedin do it. We did this carry lit-



tie photo shoot where we had all these different poses; the one he chose was quite odd."

Maddocks assures us that there aren't any other Anson appearances as far as cards go, but he does admit to a few other minor points of interest among his cards. "There's something written in Spawning Pool" from *Jyhad*, he confesses. "There's also something interesting in [The Dark's] Frankenstein's Monster. All these things are very subtle."

Another interesting fact is that Maddocks' Living Wall was the only Magic card ever to be censored. "There was a portion in the lower left-hand corner that I intended to be an esophagus. It was misinterpreted for another office"—he laughs—"and they glazed that out. They all voted on it. It was very democratic. I figured if they voted on it then it was OK."

The artist is also providing artwork for some other upcoming projects, including *Shadowfax* and *Battlelords of the 23rd Century*, new collectible card games from Daedalus Games and New Millennium Entertainment, respectively. "That's gonna keep me busy for a while," Maddocks explains. "I'm not at a point right now where I have time to look for any particular work, so I'm just sort of saying yes to the interesting things that have come along."

The artist, who uses "mostly acrylic in various stages of dilution, color pencils, and sometimes marker" to bring to life his depictions of Dominia's creatures, would choose to be a Chaos Orb if he did in fact live in the world of Magic. "It's just a vile cretin of a card, and I'm not a vile cretin of a person, but I like to project myself into another character sometimes."

If it sounds like Anson Maddocks is enjoying himself right now, you're right. When he manages to pry himself away from his work, he enjoys jumping in his Volkswagen Jetta or on his no-name-brand mountain bike (he traded a painting for it) and just going somewhere completely random. But Maddocks is also thinking about his future.

"I like European movies. I like the attitude of them. I'm getting more and more disinterested in Hollywood-style films. I wouldn't mind doing

some script writing or just conceptualizing. I did a lot of creative writing and won some small-time awards for it. It's sort of loose-end poetry as well. My writing's really descriptive—almost like a verbal illustration.

"I'd like to perhaps do some writing for scenes in movies, but that's way down the line. I was thinking about putting together a book that would have some writing in it and some illustration. It sort of brings the idea of a graphic novel closer to the surface."

As for the immediate future, Maddocks hopes to take his artistic skills to the next level.

"I would actually like to do more work in the fine art area and do more gallery shows,"

he says. "That would mean a lot to me personally. The amount of recognition I've gotten in such a short amount of time is really amazing.

I see myself making more and more time to set aside and do these things. But it's really hard to say no to these really interesting projects that come along, because you don't want to kick yourself later for saying no."

But have no fear, Magic fans: Maddocks will still continue to add his artistic charm to the hottest collectible card game around.

"I hope for the best for Magic," says Maddocks. "The contributions that I make to it, I'll do my best. As long as they keep asking me, I'll be interested in doing work for them. I don't get bored with it. I just have to make sure that I supplement my diet with other stuff, so I don't get burned out. My work is what I eat and breathe."

Anson Kembe, a British copy writer of sorts for *Infocast's* *Scene* publication, *Wizard: The Card, the Comic, the Book it would be*, says each color of Anson had drawn the *Warrior* (another reading on *Warrior*).

"They stopped calling me after a while because the stuff I did was too strange."

—Anson



Infernal Order of Stromgal

BATTLELORDS™

COLLECTIBLE TRADING CARD GAME



BATTLELORDS, THE NEWEST COLLECTIBLE TRADING CARD GAME, IS SET ON THE FRONTIER OF THE FORNAX GALAXY. STRIFE, INTRIGUE AND WARFARE DOMINATE THE 23RD CENTURY. YOU COMMAND AN ELITE MERCENARY CORPS, READY TO ENGAGE ANYONE OR ANYTHING...FOR A PRICE.

A CALL TO ARMS THIS SUMMER

NME

NEW MILLENNIUM ENTERTAINMENT, INC.

PUBLISHED BY NEW MILLENNIUM ENTERTAINMENT, INC., P.O. BOX 12802, ALBANY, NY 12212-2802 USA.
COPYRIGHT © 1995 NEW MILLENNIUM ENTERTAINMENT, INC. AUTHORIZED USER.
BATTLELORDS IS A TRADEMARK OF OPTIMUS DESIGN SYSTEMS. ALL RIGHTS RESERVED.

ODS

The Fantastic



Here's the lineup:

- 1) Birds of Paradise, aka Mana Birds;
- 2) Instill Energy, aka The Special Effects Dynamo;
- 3) Kismet, aka Comes In Tapped, and
- 4) Stasis, aka "Where the hell did this art come from?" aka "You've got to be kidding me!"

The basic premise is to stop everything dead in its tracks. Stasis does a pretty darn good job of this. Couple it with Kismet and you've got a virtually unstoppable lock going—anything your opponent puts in play comes in tapped, and eats away precious mana that can't be untapped due to Stasis. It's quite the dilemma, and once your challenger runs out of untapped land, there's nothing she can do for the rest of the game. Stasis and Kismet alone can shut down an army of opponents.

That is, as long as you have enough mana to power Stasis. Islands might provide enough blue mana to keep Stasis out long enough for the kill, but you usually run out of land quickly, having stalled the game just long enough to draw a few extra cards (which is useful when you're falling prey to a fast-moving deck).

The true beauty of this deck, however, comes from the harmless-looking Mana Birds. Throw an Instill Energy on a Birds of Paradise and suddenly you have a creature that can provide one blue mana every turn and untap even with Stasis in play. In effect, the Birds can create a continual Stasis field.

And look out when you've set one up! Since your deck is tuned to deal with this kind of thing and your opponent's probably isn't, you have a distinct advantage. Your main weapons are the Black Vises, which injure your opponent when his hand swells with unplayable cards, and Serra Angels, big, tough, flying 4/4s that don't tap to attack and thus aren't affected by Stasis. If your opponent manages to tap them—with Word of Bidding, Paralyze, or Winter Blast—you can pull out Twiddle to untap the Angels and put the pressure on once again.

Your card mix includes some Psionic Blasts, for direct damage and creature elimination; counterspells galore, for slowing down your opponent—and speeding yourself up, if you use a Mana Drain; and lots of library-related cards

Your opponent's at 20 life; you're at 1.

Normally you'd be praying for a sudden windstorm or something.

But not with this deck.

Why? Because here, the idea is not to keep pace with your opponent, but to worry about getting four—count 'em, four—cards in play. That's it. No matter what, if The Four come out and stay out—bingo, you win! Game over.

How is this possible in a game with an average tabletop spread worse than 52-Card Pickup? Easy. In Magic, a lock is a play your opponent is helpless against, a combination that will either win you the game outright or so severely cripple your opponent that he'd best make plans for a new set of ante cards. Stasis Lock does just what it says.

Magic players are accustomed to cranking out enough defense to match the other guy's offense, or shooting a fiery arsenal of direct damage that'd barbecue Satan himself. Not this time—you'll have to concentrate more on card combos than life totals.

If you care even the slightest bit about Magic, you've got to be wondering "What are the four cards that can bring about a game-ending lock?"

Our Fab Four:

Kismet, Birds of Paradise, Stasis, and Instill Energy



Stasis Lock

- **Blue**
 - 1 Ancestral Recall
 - 2 Boomerangs
 - 1 Braingeyser
 - 1 Copy Artifact
 - 1 Counterspell
 - 3 Mana Drains
 - 1 Mana Short
 - 1 Power Sink
 - 2 Psionic Blasts
 - 2 Resets

- 4 Stasses
- 1 Time Walk
- 2 Twiddles

White

- 1 Armageddon
- 2 Disenchants
- 3 Kismets

Green

- 4 Instill Energys
- 1 Regrowth

- 1 Sylvan Library

Black

- 1 Demonio Tutor

Artifacts

- 4 Black Vises
- 1 Icy Manipulator
- 1 Ivory Tower
- 1 Meekstone
- 1 Winter Orb

Green

- 4 Birds of Paradise

White

- 4 Serra Angels

- 1 Bayou
- 2 Islands
- 1 Library of Alexandria
- 4 Tundras
- 4 Tropical Islands

(Braingeyser, Sylvan Library, Demonic Tutor) to move through your deck as quickly as possible and secure The Four.

Once you've got The Four, heed this word of advice: patience. Kismet can always come out early, since it'll slow your opponent down and give you time to gather The Four, but your timing with the others is all-important—wait until you have ample mana for counter protection, or until your opponent is tapped out and can't do anything about it. When you cast Stasis, you must conserve your mana for protecting it and your Instilled-Energy Birds. Once you've built up a surplus, throw out a Vise or an Angel—either should finish the game nicely.

When you start playing Stasis Lock, you'll have to get used to taking a beating and then surging back for some late-game heroics. Actually, you might find it a relief not to have to worry much about what's going on over on the other side, and instead concentrating on drawing The Four. The only headaches you might have are managing your mana with Stasis out and the discarding that Stasis will likely force you to do. (It's almost never a good idea to toss any of The Four unless you're holding three or four instills.)

Remember, take the punches in stride, and don't panic. Hold The Four until just the right time, then unload a knockout punch before your opponent knows what hit him!

2 Savannahs
2 Underground Seas

- 1 Acid Rain
- 1 Balance
- 3 Blue Elemental Blasts
- 2 Disenchants
- 2 Energy Fluxes
- 1 Gloom
- 3 Psychic Pulls
- 1 Siren's Call
- 1 Tsunami

THEME DECK

CEREAL KILLERS

Part of a complete, balanced breakfast

I was sitting one morning eating Cap'n Crunch and waiting for the Tick cartoon to start when my mind began wandering. During that brief period of scattered mental tangents, I noticed that the ship on the box of cereal I was eating (mm... cardboard) looked an awful lot like the Pirate Ship from Magic.

Two thoughts entered my brain after this revelation. First, I'm playing this game way too much if I'm seeing Magic cards on cereal boxes. Second, how many more Magic cards could I find that tied into breakfast cereal? I still had a couple of minutes before The Tick started, so off I went flipping through my Magic binders.

I only expected to find two or three more that would tie into this weird idea for a Theme Deck. Wrongorama—there were enough cards to build a whole deck! And that's what I did (during commercials).

N U T R I T I O N A L F A C T S

Green

- 1 Aisling Leprechaun (Lucky Charms' Lucky)
- 1 Barbary Apes (Cocoa Crisp's monkey)
- 1 Birds of Paradise (Frost Loops' loopy Sam)
- 1 Cat Warriors (Bakery's Frosted Nukes' Tasty the Tiger)
- 1 Chub Toad (Bakery's Honey Smoosie' Dig 'em the frog)
- 2 Cockatrices (Bakery's Cane Flakes' strange Bumpalong)
- 1 Grizzly Bears (Sugar Bear)
- 1 Killer Bees (Honey-Kat Cereal's 'smile' insect)
- 1 Rabid Wombat (It just looks like he's eating cereal)

Black

- 1 Frankenstein (Frankie Berry's Frankie-Berry)
- 1 Ghost of the Damned (Boo-Berry's Boo-Berry)
- 1 Lesser Werewolf (Woolly Buns' Werewolf)
- 3 Sengir Vampires (Vaseal Cereal's Giant Cereal)

Blue

- 1 Pirate Ships (Cap'n Crunch's boat)
- 1 Prodigal Sorcerer (Cocoa Crisp's sorcerer)

Red

- 1 Kobolds of Kher Keep (Blue Dragon's Soap, Griddle 'n' Pop)

White

- 1 Witch Hunter (Bakery Dots' big Omelet fella)

Green

- 1 Berserk (Use caution for Cocoa Puffs)
- 1 Venom (All that sugar's gotta be bad for you)

Black

- 2 Howls from Beyond ("leave government!")
- 1 Servers of Estark (Where do you think all that sugary milk at the bottom of your bowl goes when you pour it out?)

Blue

- 3 Unstable Mutations (Can you say "to sugar or not to?")

White

- 1 Alabaster Potion (Main ingredient: milk)
- 2 Balancers (Essential for a nutritious breakfast)

Artifacts

- 1 Bottle of Suleiman (A bottle of milk)
- 1 Chaos Orb (A really, really mean-looking Cocoa Puff)
- 1 Dark Sphere (A big Cocoa Puff)
- 1 Draconian Cylx (A cereal bowl)

- 1 Fountain of Youth (Looks more like a fountain of milk)
- 1 Golgothian Sylex (Another cereal bowl)
- 1 Ivory Cup (It should be say...Ivory Cup of Milk?)
- 1 Sol Ring (A cereal)
- 1 Wooden Sphere (Another Cocoa Puff)

- 4 Bayous
- 3 Savannahs
- 3 Scrublands
- 3 Tropical Islands
- 3 Tundras
- 4 Underground Seas

Pat McCallum
Eater, Watcher,
and Player



They don't call it sugary for nothing! A cereal that would rock! Mikej prod

If Today is Tuesday,

A brief tour of c nspiracies

BY ERIC BIRCH

Players of *Illuminati: New World Order* (INWO) vie for control of the world, constructing labyrinthine conspiracies shrouded in secrecy, infiltrating government agencies and subversive coalitions, and slipping each other 20s under the table to throw the game.

Unlike most collectible card games, INWO is not set in some alternate, fictitious universe where dragons belch enchanted napalm on bloodthirsty, singing sheep, or where spaceships travel from star to star without taking thousands of years to get there and without anybody ever having to go to the bathroom. For all of its oddities ("The Boy Sprouts, aided by Hillary Clinton, attack Switzerland with a Rain of Frogs"), INWO takes place right here, right now.

But when it comes to weirdness, INWO has nothing on the real world:

Jesus was genetically engineered by extraterrestrials to bring mankind a message of peace and love. Their purpose was to make us more docile and less likely to resist invasion.

Not three, not four, not even five, but no less than 22 bullets were fired at President Kennedy in Dealey Plaza. Although five people were killed, including a Kennedy impersonator, Kennedy himself escaped and was seen the following year at a

birthday party for Truman Capote.

The baseball strike has been engineered by the Council on Foreign Relations in an attempt to erode confidence in a traditional American sport. Star athletes, Council members fear, pose a threat to their single-world-government agenda.

I wish I could say I made those up.

If the world of conspiracy theory is new to you, consider this a Baedeker's for a strange, strange land...

What the Heck's an Illuminati?

If you play INWO, you may think Steve Jackson, who created the game, created the Illuminati as well.

But Illuminati conspiracy theorists are very real. If you want to see some, go look at the John Birch Society. (Be sure to do it from a safe distance.)

And yes, the Illuminati are also real. Or at least they were.

The Order of Illuminati was founded in 1776 in Bavaria by a law professor named Adam Weishaupt. According to contemporary scholars, Weishaupt conceived the Illuminati as a secret society along the lines of the Masons, from whose ranks he recruited, but focusing more on overthrowing monarchs and clergy and less on driving around in parades in silly little cars.

Actually, the Illuminati weren't all that secret. Weishaupt apparently had to spread the word around town that he was starting a secret society. Even then, only five people showed up at the first meeting.

Membership quickly grew, though, and in 1784, just as things were chugging along rather nicely, the Bavarian government stepped in and squashed the Illuminati, and that was pretty much the end of it.

Maybe.

Rumors of the Illuminati (or truths, depending upon how you look at it) persisted, fueled by the events of the time. The

American and French revolutions were in perfect keeping with Weishaupt's dream of toppling monarchs and establishing republics. Furthermore, many key

A November 23,
1963, newspaper,
from the day
after President
Kennedy's
assassination.



This Must Be Area 51

TOP SECRET

figures in both upheavals were either Masons or had Masonic ties, and the Masons were allegedly an Illuminati front.

To top it off, in the midst of the French Revolution, the Comte de Cagliostro—who was a Jacobin, a Mason, and an Illuminatus (!)—testified before the Inquisition that the Illuminati still existed and were plotting revolutions all over Europe, using their control over banking families to finance their schemes.

To the eyes of the Illuminati theorist, the answer is clear: the Illuminati did not disband in 1784; rather, they continued to operate, this time in true secrecy. Using the banks and the Masons as fronts, they instigated the American and French revolutions, overthrowing pesky, irritable kings and replacing them with agents they could control.

With access to capital and power, the Illuminati built a hidden empire, engineering world events like the Russian Revolution, World Wars I and II, and the Kennedy assassination for their own shadowy purposes. They now control the world. *Bavaria, Bavaria! Great Mother of dairy products and collectible figurines! Long may you reign!*

The lack of variations on this theme among Illuminati believers suggests these people are as dull and monolithic as the conspiracy they imagine.

But there are some festive options. My personal favorite centers on George Washington. It seems that the painting of Washington we are all familiar with—the one reproduced on the \$1 bill—did not resemble him. This fact, combined with Washington's Masonic ties, has led some theorists to suspect that the Washington we know as the First President and Father of Our Country is, in fact, Adam Weishaupt. Forced to flee Bavaria, they claim, Weishaupt came to America, offed Washington, and took his place.

But as anyone who has ever posed for a high school yearbook photo knows, just because a picture makes you look like an ugly old German guy does not mean you have been replaced by Adam Weishaupt.

Leaving issues of evidence and logic aside, one of the big problems with the Illuminati theory is that it seems highly unlikely that some ordinary, Bavarian schlemiel would be able to construct the greatest conspiracy the world has ever known. It seems unlikely that anyone could, for that matter. We can't even put together a decent Super Bowl halftime

show, for heaven's sake.

The answer, some people believe, lies not on Earth.

Hail, Cimsy Saucer Masters!

If UFO theorists are to be believed, extraterrestrials from a highly advanced society have developed a gravity-manipulation drive fueled by anti-matter reactors that warps space and allows them to travel millions of miles in the blink of an eye.

Using this technology, our unearthly superiors have traveled thousands of light years to our planet, passing nebulae and quasars, crossing meteor showers and asteroid fields, dodging treacherous black holes and wormholes, only to crash repeatedly upon arrival into solid, stationary ground.

Not only do our blundering interstellar visitors have no talent for keeping their craft in the air, they seem incapable of designing them to look cool. We don't get visited by an X-Wing; we get the transgalactic *Bundt* pan.

What's more, rather than consult any of the capious medical textbooks available in bookstores everywhere, they study human biology by pickling speed-popping truck drivers and retired Air Force colonels off backwater highways and shining big, bright lights in their faces.

Frankly, they sound a lot like us.

A few theorists believe these aliens have been in contact with humans since the days of the Pharaohs, and some say they are the patrons of the Illuminati.

But most UFO conspiracy theorists follow a different path. Looking at reports of UFO sightings, abductions by extraterrestrials, cattle mutilations, and pervasive government secrecy, they see a connection.

In July 1947, something crashed into the desert near Roswell, N.M. Despite initial reports that the Army had recovered a "flying disc," Army officials stated that, in fact, they had retrieved the wreckage of a weather balloon.

Since then, investigators have discovered the weather balloon report was false. While the Army has yet to reveal what they actually took from the crash site, to some the answer is obvious:

Aliens, aliens, aliens!

Theorists believe that two spaceships crashed in the Roswell incident. Saucer wreckage and little green corpses were recovered from both and taken to Wright-Patterson Air Force base in



Do you know this man?

He may not be the father of our country after all.



Aliens may have mastered interstellar travel, but they still can't build a cool flying saucer.

YOU BASTARDS!



"So this is the deal.

We give you some

cows and a couple

of humans and you

give us some real

cool stuff like laser

technology, fiber-

optics, and that

flying saucer."

Dayton, Ohio, where they have been stored ever since in the mysterious Hangar 18.

Later that year, President Truman (a Mason!) allegedly signed into existence a secret bureau of military leaders called Majestic-12 (MJ-12). MJ-12's mission was to keep a lid on all UFO matters and to negotiate arrangements with the aliens that were favorable to national security interests.

Let's you doubt, theorists claim that part of the plan for keeping UFO contact under wraps was to discredit any eyewitnesses and make them look like imbeciles.

In 1954, MJ-12 brokered a deal with the "Grays," as the aliens are known, to trade human and cattle research subjects for Gray technology. The Grays started abducting people and cutting up cows, and Air Force pilots started tooling around in flying saucers at a top secret Nevada test range known as Area 51.

This arrangement continued in apparent mutual prosperity until 1982, when MJ-12 learned the Grays were abducting far more humans than indicated on the "official" list. Military investigators discovered that the Grays were attempting to cross-breed with some of their abductees, in strict violation of the original agreement.

The military conspirators, who had sponsored *Close Encounters of the Third Kind* and *E.T.: The Extra-Terrestrial* to insure the public to clammy, gray benefactors from the sky, realized they had been out-smarted.

Some theorists go on to say that another alien race has stepped in to help us out, and that this race is locked in a war with the Grays. Other theorists apparently feel you can't have too much of a good thing: they claim there are no fewer than six

different races vying for Earth.

Yet others believe that UFOs are actually flown by Nads who live inside the Earth in an idyllic paradise lit by an inner sun. They fly in and out through giant holes in the polar ice caps that the Zionist conspiracy does not want you to know about.

No, I do not know what this list group is on.

Strange Doings in Dallas

No day in American history has been more picked over than November 22, 1963, the day President Kennedy was assassinated.

To investigate the assassination is to wade into a morass of contradictory ballistics evidence, bungled forensics, eyewitnesses who suffered mysterious deaths, and strange connections between the Mob, the Cubans, the CIA, and the Texas oilmen.

"Morass, ho!" say the conspiracy-mongers, charging in in record numbers.

Chances are you're at least somewhat familiar with the Lone Gunman theory preferred by the Warren Commission, the Military-Industrial Complex Conspiracy theory preferred by Oliver Stone, and the Cuban Exile-Mafia Boss-Rogue CIA Agents theory preferred by most serious students of the assassination (sorry, Oliver).

But those aren't the only theories—oh no!

- The gunman who killed Kennedy was actually...Joe DiMaggio. The Mob allegedly picked Joltin' Joe because he was jealous over Kennedy's affair with Marilyn Monroe and because he had good eyes.

- A pamphlet entitled "The Assassination Festival of Jacqueline The Praying Mantis" claims that the Bouviers, Kennedy's in-laws, killed him. The family had apparently borne a grudge against the Kennedy clan for over a century.

- The assassination was the work of the International Communist Con-



spiracy. Despite carrying out a phony invasion of Cuba and collaborating with Khrushchev on a fake missile crisis, Kennedy was turning a little too American for the taste of his Marxist overlords.

- Oswald missed. The fatal shots came when the AR-15 of a Secret Service agent positioned in the limousine behind Kennedy accidentally discharged.

- The assassination was engineered by Texas oilmen in league with Lyndon Johnson. This particular theory was suggested by Jack Ruby, who apparently (and perhaps wisely) decided his own ties to the Mafia weren't worth mentioning.

- Kennedy was the victim of a right-wing homosexual thrill-kill ring.

- And, of course, Kennedy was killed by the Illuminati. One of the believers of this theory was an aide to Jim Garrison, the New Orleans attorney played by Kevin Costner in JFK. I wonder if he knew that one of the members of the Warren Commission, future President Gerald Ford, was a Mason...

Unfortunately, theories have yet to come to light pinning the blame on the Saucer Nazis.

Back to the Confiner of Reality

INWO players may be interested to know that although the game draws on all of these conspiracy theories, and many others, Steve Jackson does not buy into any of them. "I'm a weirdness buff, not a conspiracy buff," Jackson says.

"I'm not really interested in conspiracy, except as a subject for humor and as a metaphor for the 20th century."

Steve Jackson Games released the first *Illuminati* game in 1982 (see sidebar for details). *Illuminati* drew much of its initial inspiration from one source: the *Illuminati's* trilogy written by Robert Shea and Robert Anton Wilson and first released in 1975.

The premise of *Illuminati's* is that every conspiracy theory ever imagined is true. Over the course of the story,

Principia Discordia isn't just a little of a strange religion—it's the basis of a strange game, too.



A History of *Illuminati*

Steve Jackson Games (SJG) released the first edition of *Illuminati* in 1982 in pocket-box format. For those of you who don't remember, the pocket box used to be SJG's stocky operand. It was a black, plastic, rectangular box that was designed to fit in the back pocket of a pair of jeans, although "designed to fit" was about as far as it went toward actually fitting. SJG had previously released *Cybernet* and *Car Wars* in this highly portable format.

The original *Illuminati* played much the same way as *Illuminati: New World Order* (*INWO*) does, although there are significant differences. *Illuminati* had a smaller, fixed number of cards (every box contained a complete set); it included Money as a form of control along with Power; there was a pool of Uncontrolled Groups instead of a hand of Group cards for each player; and the rules openly encouraged cheating. The cards were also smaller and monochromatic. (I know, I know. —The Author)

The word from players was that the game was great but the cards were too small. SJG responded by releasing the *Deluxe Edition* in 1984, which came in a standard-size cardboard box and featured larger cards. There was also a letter from the *Arrested* *Illuminated* Seats of *Bovorno* as "official" litcherhood. If you are interested in this last item, a similar letter can be found in the *Principia Discordia*.

Steve Jackson then spent a number of years thinking about reissuing the game with new cards, new rules, and full color art. "I spent 10 years looking at the newspaper thinking, 'That would make a great card,'" Jackson says. "And then trading cards happened, and it seemed obvious that's the way the game should have been done in the first place."

After the August 1993 debut of *Magic*, *INWO* rapidly went into development, with the bulk of the design work taking place in early 1994. That summer, the *Deluxe* Ed-

ition went out of print. It was replaced in December by the *INWO Unlimited Edition*, which sold out almost immediately. Eighty-four thousand starter sets have been sold, approximately 10 times the number of *Deluxe* Editions sold.

By the time you read this, the first release of the *INWO Unlimited Edition* should be available in stores. Jackson is already planning an expansion set that will keep the game up-to-date.

"One of the cards planned for the expansion set is a *Newt Gingrich* card," Jackson says. "But we haven't decided if it's going to be a *Newt Gingrich* personality card or a *Newt Gingrich* card."

Jackson will not divulge the theme of the expansion set.

There's also a play-by-mail version of *Illuminati*, started in 1985 by Flying Buffalo. It's a faithful adaptation of the original SJG *Illuminati*, with a few twists thrown in for good measure. Unlike the face-to-face version, you cannot see what the other players do unless they do it to you. You can, however, try to spy on them. You can also send another player your name, address, and phone number if you want to negotiate.

Negotiation, espionage, and betrayal are critical in this version. As Rick Loomis of Flying Buffalo puts it, "Our game fits in very well with the book, nobody really knows what's going on."

If you're interested in play-by-mail *Illuminati*, contact Flying Buffalo at P.O. Box 1467, Scottsdale, AZ 85252-1467. You can also call them at (602) 945-8917, or fax them at (602) 994-1170. *Illuminati* rule books are \$2 (including postage). Loomis strongly recommends getting the rule book before applying to play.

Steve Jackson Games is also affiliated with *Illuminati Online*, a computer service that provides SJG with Internet access and offers bulletin boards for fans of the company's products. New product information is also available. You can reach *Illuminati Online* by phone at (512) 462-0599 or by e-mail at (512) 443-8950.

—Eric Black

the main characters uncover a giant conspiracy run by the Illuminati. They also uncover a secret organization called the Discordian Society that is working to save mankind from the Illuminati's grasp.

The idea for the game first struck Jackson when he was talking with David Martin, the artist who would go on to paint the master-and-puppet design used for the backs of INWO cards.

"We were sitting around Dave's house one night," Jackson recalls, "drinking some wine, talking about life, the universe, and everything. And we were talking about books we could make into games.

The trilogy came up and he said, 'It's a great subject, but you could never make it into a game. It's too weird.'"

Jackson agreed with Martin's assessment and put the thought aside for a few weeks.

"But then I started thinking about it, and I decided you couldn't use the Wilson and Shea trilogy for a game, but you could use the book it was based on, which was the *Principia Discordia*."

The *Principia Discordia* is the bible of the Discordians, who, by the way, are a real organization (or disorganization, as the case may be). Founded in 1958 by Gregory Hill and Kerry Thornley, the Discordian Society purports to worship a goddess of chaos and confusion. As presented in the *Principia Discordia*, Discordianism is a joke religion with a serious purpose: to get people to question their attitudes toward the world and, well, stop taking everything so seriously.

If you're interested in learning more about the Illuminati and their sick little pals, *Iluminatus!* is a great place to start. *INWO* fans and conspiracy buffs alike will get a big kick out of it, plus you'll get to find out the meaning of "inord." The entire trilogy—*The Eye in the Pyramid*, *The Golden Apple*, and *Leviathan*—is bound in a single volume, *Iluminatus!*, and is available at most bookstores (Dell, \$14.95 retail).

You might also want to check out the *Principia Discordia*, a sort of Zen joke book that is both funny and thought-provoking. The author is Malaclypse the Younger, aka Gregory Hill, co-founder of the Discordian Society. Steve Jackson Games is shipping its second printing of this public-domain book May 15 (\$9.95 retail).

If you do start to poke around, though, you should be warned: accidents have a way of happening to people who learn too much about the Bavarian Illuminati.

You might find it wise to adopt some sort of cover, like a derisive, mocking attitude.

Sort of like this article.

Eric Black is a freelance writer living in Los Angeles. He has the strength of 10 men.

Save a Booth at GEN CON for the Conspiracy

Strange Connections in the Collectible Card Game Industry

We all know Steve Jackson Games (SJG) released *Iluminatus! New World Order* (INWO).

But did you know they did it with financial help from their competitors, *Warriors of the Coast*?

They also had cooperation from *Chronicles*, who permitted a *Servants of Chulahu* card, and with whom they developed *ChulahuPunks*.

And they had a successive arrangement with *Atlas Games*, publishers of *On the Edge*. John Kopley, president of *Atlas*, and Steve Jackson have agreed to subscribe to each other's games; *On the Edge* contains a *Bavarian Illuminati* card, while the first *INWO* expansion set will include an *Atlas* *Avatar* card.

Meanwhile, Jonathan Sweet, who designed *On the Edge* for *Atlas*, now works for *Warriors of the Coast*. Which sometimes employs the services of publishing broker Darlene Miller, wife of Mark Miller, the designer of the *Super Deck!* collectible card game.

Elsewhere, Darwin Bromley (a double agent's name if there ever was one) worked on both *Star Trek: The Next Generation* for *Displacer* and *SeaCity*—the *Card Game* for *Mayfair Games*.

SeaCity is, of course, widely known as a computer game, and computes on the prowess of hackers. It was a connection with a former hacker that got SJG started by the *Secret Service* in 1990. SJG was about to release *Cyberpunk GURPS* (a game not dissimilar to *ChulahuPunks*) when overzealous government agents decided the highly futuristic game was "a handbook for computer crime."

The *Secret Service*, mind you, is the same organization that investigated the Dallas-based Church of the SubGenius, which in turn has close ties with the Discordian Society. One of the founders of *Discordianism* is Kerry Thornley, a Marine buddy of Lee Harvey Oswald, who also has Texas-related ties to the *Secret Service*.

Discordianism inspired *Iluminatus!*, and both in turn inspired SJG's *INWO*.

SJG, by the way, is based in Austin, which is in Texas.

—Eric Black



The Order of Illuminati was founded in 1776 in Bavaria by a law professor named Adam Weishaupt. (See page 27.) According to contemporary scholars, Weishaupt conceived the Illuminati as a secret society along the lines of the Masons.

It's Time for **Redemption**™

The game of
Redeeming the Lost.

Created by Rob Anderson

Redemption™ is an action packed collectable trading card game based on the Bible. Players lead a brave band of Heroes in a series of battles against the Forces of Darkness that are holding Lost Souls prisoner. Players win by rescuing the most Lost Souls. Cards are common, uncommon, and rare.



Features high quality artwork including works by:
Greg Hildebrandt, Ron DiCianni, Jeff Haynie, Michael W. Carroll,
and many other talented artists.

The first printing is Limited Edition and will sell out fast. Contact your Distributor now.

INQUEST

CONTEST

The Official
"My Deck
is Better than Your Deck!"

InQuest Contest

Win! Killer Magic Decks!

Grand Prize (Five winners)

Five master deckbuilders will win a one-color, 60-card deck that kicks giant ass!

OOPS, I
HOPE THAT'S
JUST GAS!

THIS GAME
IS SO COOL...
WHAT'S THAT
SMELL?

MUST...
KEEP... CHEEKS...
CLENCHED!



ME AND MY
BLUE DECK (AHEM)
ARE WILLING TO GO TO
BATTLE, ARE YOU UP
TO IT? ARE YOU?



Here's what we want. You, after choosing one of the five colors from *Magic: The Gathering*, must construct a tournament-legal deck using only that color. No artifacts are allowed, and only those lands that correspond to your deck's color (you can put Urborg in a black deck, or Pendelhaven in a green deck, but the Maze of Ith, Library of Alexandria, and such are all off-limits). Any card that specifically targets another color is out—meaning color-haters like Acid Rain, Gloom, or Conversion, though creatures with color-related abilities like The Hand of Justice are OK. And your deck has to be exactly 60 cards.

Each deck will be pitted against a multitude of differently themed decks here at IQ HQ. If yours can go toe-to-toe with anything, it'll win for its color category.

All others will be deemed unworthy and flushed.

So after you've spent what'll seem like a lifetime perfecting your well-oiled machine, send us your deck's card list, broken down by creatures (if any), spells (if any), and lands (if an...waitaminute!), all in alphabetical order (and tell us how many of each card you put in). Then fill out the official entry form below, attach it to the back of your

deck card list, and mail that sucker off to:

InQuest Deck Contest c/o Wizard Press

P.O. Box 118
Congers, NY 10920-0118

Legal Mumbo Jumbo

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families and people who play multiple Magic: The Gathering decks. What the hell's wrong with you? Put your name, date of birth, address, city, state, ZIP code, and telephone number with one address on the official entry form, a standard postcard or a three-by-five-inch index card and attach it to your deck card list. Enter as many times as you like. Mail each entry to "The Official 'My Deck is Better than Your Deck' InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and none will be returned. All times (Eastern, only, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are allowed. The prizes will be awarded to the names of the contest winners and are not transferable. Wizard Press will provide any version of its checking or cash when multiple addresses of a card have been printed. Offer void where prohibited, restricted, or restricted by law or in a manner inconsistent with the prize rules listed herein. It's not a license to play Magic! In every event of damage you inflict upon your opponent, he or she need not a intelligence of awareness. Never mail! All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The winners will be chosen on September 11, 1995, by Wizard Press based on priority and originality. All decisions are final. Simply trying to slip a letter into the slot or box will not postcard.

To enter, simply fill out the September 12, 1995, send a stamped, self-addressed envelope to "My Deck is Better than Your Deck" InQuest/Wizards, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-0118, as just being another InQuest!

Contest Entry Form ▼

This contest expires July 31, 1995—
so you'd better get your rear in gear!

My Name: _____

Date of Birth: _____

Phone # () _____

Address: _____

City: _____

State: _____

ZIP: _____

Casting Call



InQuest casts the **MAGIC** movie. *The Good Guys*
The Gathering

By a bunch of InQuest staffers

It has to have happened to you. You're sittin' there playin' Magic, waitin' for your opponent to finish untappin' his 97 1/1 creatures, when you notice how much the Spinal Villain looks like your math teacher. Or how your little brother is the spitting image of Orgg.

One such revelation started our wheels a-turrin', and led us to pick who we think would be great in a live-action *Magic: The Gathering* flick. So, with the understanding that alla this is just foolin' around and doesn't represent any movie that's in production or anything, sit back, put your feet up, and enjoy!



Serra Angel

The lovely Serra would be played by the equally lovely Sheron Stone, who, like the Serra, can kick ass. You know her best from *Basic Instinct* and *Total Recall*.

Dwergen Warrior

We chose Joe Pezel for the role of the Dwergen Warrior, cause all ya gotta do is del



that beard in periods and loars, perfect likeness. You're familiar with Mr. Pezel's work in *Lord of the Rings* 2 and 3, *Loose Hound*, and *MONDO*.



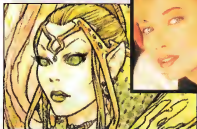
Italian Moneychanger

The outrageous Moneychanger would be brought to life by Martin Brando, who, before he retreated to Fantasy Island, became a Hollywood big shot with such flicks as *The Nihilists*, *Les Fingers in Paris*, and *The Godfather* (he was also Kal-El's dad in *Superman*).



Pixie Queen

When it came time to cast the Pixie babe here, we went with one of Thrall Town's hottest actresses, Rebecca De Mornay. You know her from *Risky Business* (recount) and *The Hand that Rocks the Cradle*.



Prodigal Sorcerer

Yeah, yeah, we know Tim here is nicknamed after John Gussie's sorcerer character from *Misty Pythos* and *The Holy Grail*, but you gotta admit he's the spittin' image of *Star Trek: The Next Generation's* Patrick Stewart.

Elvish Archer

To get some girls to come see this flick, we went with Tom Cruise as our Elvish buddy. You know Mr. Cruise as one of America's top box office draws, and most recently saw him as *Leslie* in *Interview with the Vampire*.



Enchanted Being

The Enchanted Being comes to life courtesy of Shari Belafonte, daughter of famous singer Harry Belafonte, and known for her role in *Speed Zone*.



D'Avenant Archer

Madeline Stowe, best known for her parts in *Unholy Entropy* and *The Last of the Mohicans*, comes up to the plate to play the Archer of Avenant.



Tracker

For the steady Tracker, we picked Kenneth

Branagh, whom we last saw sewing dead things back together in Mary Shelley's *Frankenstein*.



Ley Druid

"Top the mare, take!" Filling the shoes of the Ley Druid is Sir Alec Guinness, who's best known for his role as Obi-Wan Kenobi in the *Star Wars* trilogy.

Bondish Hero

The Bondish Hero role went to Mary McDonnell, whom you know from *Dances with Wolves* and, more recently, the las-kerbal flick *Blue Chips*.





Vesuvan Doppelganger

The sister team of Audrey and Judy Landers

step into the role of the Vesuvan Doppelganger(s). You know them from about 100 different guest shots on various TV programs.



Lady Evangelina

Playing the legendary Lady Evangelina is Tamy Farrell, widely seen on the parasite ridden [to put it bluntly] *Lois Lox* from *Star Trek: Deep Space Nine*.



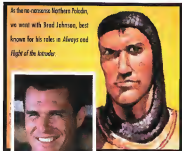
Veteran Bodyguard

Playing the Bodyguard would be the very large Lou Ferrigno, who, aside from being a professional bodybuilder, is famous as TV's Incredible Hulk.



Northern Paladin

At the no-nonsense Northern Paladin, we meet with Brad Johnson, best known for his roles in *Always and Flight of the Intruder*.



What?!? No bad guys?!? Hey, relax. We only had enough room for the good guys this time, but next issue we'll jam the pages full of creations of the crop *Major* warlocks.

The *Infant* staff, some of whom wear pants, agree with the American Dairy Association that cheese can indeed make all the difference.

The DJINN-EFREET WAR

A NEW VARIANT FOR THE OLDEST MAGIC EXPANSION

Sure, you've controlled a jungle full of Kird Apes, or commanded the awesome power of Aladdin's Ring. You may even have faced the mischievous Juzam Djinn with only a Camel and a handful of white magic.

If you have, you've stepped outside the bounds of the normal Magic Universe and entered the myriad of worlds that populate the multiverse of Dominia. How cool is it that Wizards of the Coast actually based their first expansion set on real fairy tales? Think of the possibilities—imagine a Magic set based on the Arthurian legends!

WotC's Arabian Nights is taken from *A Thousand and One Arabian Nights*, fairy tales that are supposed to have taken place during the eighth-century reign of Great Caliph Haroun al Raschid of Baghdad. The basic story goes that the Sultan Shahnyar married a new wife each evening and executed them the following morning. (Sounds like a nut case to me. Don't ask me why he offed them—I guess he's really fickle.)

One young bride told the sultan a story on her wedding night. Cleverly, she stopped her tale when she got to the most interesting part, just before dawn, and promised to conclude the tale the next day. It was a good scheme, and after contemplating for 1,001 nights—the sultan might have had no patience for women, but he was a sucker for a good story—the sultan was convinced of her fidelity and intelligence, and she got to sleep without worrying about breakfast in bed being a knife blade.

Neat, huh? But did you know that the clever young bride's name was Shahrazad?

There's all kinds of other cool tidbits you can learn from actually reading the Arabian Nights tales. During Sindbad's great voyages, seven in number, he traveled to the treacherous Diamond Valley, was ensnared by the giant Rukh, and met the Old Man of the Sea. Ali from Cairo braved a deadly haunted house; he lived to tell about it, and gain great riches too. Ma'rif, the poor cobbler, rose to power with the help of a djinn. King Suleiman, seen by some as a prophet of God, was so powerful that he could imprison djinns and efreet in bottles of brass, sealing them in with molten lead.

There are so many memorable tales...so many that we decided to build our own story...

How to Play

Here's our variant for Magic. It creates a special world setting for the battling players. Here's a step-by-step breakdown on how to play:

By Michael Searle



Overview: The game is limited to *Arabian Nights* and Revised cards. The object of the game is to be the first team to reach 10 Victory Points. The Victory Points chart on page 40 tells you how to earn points.

Team Play: You can play with any amount of players (well, other than one). It probably works best with Emperor-style rules: three on three, with the Resources set to the side in plain sight of both teams. However, you can use whatever team-play rules you wish, or even try a big multiplayer chaos game.

Setup: Cards used in the setup cannot be used in player decks.

First, place all the one-point Resources in a row on the table. The two- and three-point Resources like *City in a Bottle* and *King Suleiman* should be in a separate row behind the first (see diagram on page 40).

Second, shuffle up all 18 Guardians (creatures from the Revised set—mix in weak and strong ones) and put them face up beside each Resource. One creature guards each of the Resources in the front row, and two or three guard the back-row Resources.

Finally, create the Treasures and Traps. The former are the remaining nine *Arabian Nights* artifacts (Jeweled Bird, an ante card, is out; you should have *Bottle of Suleiman*, *Brass Man*, *Dancing Scimitar*, *Ebony Horse*, *Flying Carpet*, *Jandor's Ring*, *Jandor's Saddlebag*, *Pyramids*, and *Sandals of Abdallah*). Then choose Traps—spells that will injure the player who uncovers them. We suggest *Outblutte*, *Desert Twister*, and *Magnetic Mountain*. Mix the Treasures and Traps together, then slip one face down under each Resource. Each will be revealed when its Resource is uncovered.

Try building player decks in different ways. Allow each player to use one of each remaining *Arabian Nights* card in her deck. Or take the leftover *Arabian Nights* cards and deal them out to the players. Fill out decks with Revised cards.

Sample Guardians: Air Elemental, Bog Wraith, Earth Elemental, Fire Elemental, Frozen Shade, Giant Spider, Juggernaut, Mahamot Djinn, Mesa Pegasus, Serenah Lions, Scryb Sprites, Sea Serpent, Sengir Vampire, Sera Angel, Shivan Dragon, War Mammoth, Water Elemental, and White Knight.

Story: King Suleiman can destroy djinn and streets whenever he feels like it. In order to gain King Suleiman's trust, you must sacrifice an *Arabian Nights* artifact to him—that's if you break through his Guardians and win an audience with him. If you break into the king's fortress, you can remove him from the game, though it's probably in your best interests to fork over an artifact and gain the most powerful ally in the game!

Starting the Game: Do whatever you normally do to decide who goes first and start the game.



Attacking: Basically, you have two choices: attack your opponents or attack the Resources. If you attack another team, follow your usual rules. If you attack the Resources—well, that's why we wrote this.

Victory Points

Task Completed or Resource Acquired . . . Points

Eliminating an Emperor (in Emperor games)	3
Eliminating another player (in non-Emperor games)	3
Eliminating a General (in Emperor games)	2
King Suleiman	3
Aladdin's Ring	2
All from Cairo	2
City in a Bottle	2
Ring of Ma'nuf	2
Aladdin's Lamp	1
Bazaar of Baghdad	1
Diamond Valley	1
Island of Wak-Wak	1
Library of Alexandria	1
Old Man of the Sea	1
Sorceress Queen	1

1) Decide which player is attacking which Resource. Only one attack can be launched at the same Resource by one player or team each turn; if you want to go for two separate ones, that's fine.

2) Follow the normal combat rules for Magic, except that the Guardian(s) blocks off creatures, regardless of flying or other special abilities. In addition, your opponents (the group to your immediate left in games with more than two teams) get to distribute damage to your attackers as they choose. If the Guardian has any special abilities, your opponents also control them, using their available mana as applicable.

3) To defeat a Guardian, you must kill it in combat. If a Guardian is alive, you cannot claim its Resource. If you destroy the Guardian and some of your creatures survive the fight, then you claim the Resource and the Treasure or Trap beneath as well. So if you attacked Diamond Valley and won, the Valley would come back untapped to your playing area and could be used immediately. However, if you kill the Guardian but lose all your attackers in the battle, the Resource lies open, and can be claimed by whoever can successfully send a creature. Remember, only one attack on a Resource per turn!

4) Beneath each Resource is a Treasure or Trap. The Treasures come straight into play on your side, just like a Resource. Should you pull a Trap, your opponents (or the group to your left in games with more than two teams) get to choose how the spell affects your team. If a Desert Twister lay in wait, your opponents would choose which card it destroyed.

5) Finally, and most importantly, all Guardians and unclaimed Resources are only considered in play during the combat phase of an attack. At all other times, they are considered out of play, and thus are unaffected by any general effects such as Earthquake, Wrath of God, or Pestilence.

Ending the Game: The game ends as soon as a team reaches 10 victory points, or all other teams are eliminated.

If you like this variation, there's lots more versions you can try. After all, why limit yourself to the Arabian Nights expansion? Just come up with your own story, set up the cards, and have some fun!

Game Diagram Set your game up as follows



DAVE'S DOUGOUT, INC.

CARDS AND COMICS

We Specialize in

STAR TREK™-TNG:CCG™

Call us for the best prices on
Singles - Starters - Boosters

We also offer

WYVERN™ - ILLUMINATI™ - ICE AGE™ (pre-order)
Cards (sports and non-sports), comics, supplies also for sale

We ship anywhere in the United States

All Major Credit Cards Accepted - Open 7 Days Mon-Sat 11-7, Sun 11-6

1226 Solano Avenue Albany, CA 94706

Phone # (510) 524-7120 Fax # (510) 524-7182

From Khalsa-Brain Games...

Be Kind to Your Cards™

SpellGround™



The Elite™

Protect your cards with this 21"x14", soft-to-the-touch imitation "Impala skin" playing mat. In tan or grey with original fantasy art. \$19.95

Quality
Playing
Cloths for
Collectable
Trading Card
Games

SpellGround™ Original

In tan or grey this 26"x26", soft-to-the-touch imitation "Impala skin" playing mat is designed for 2 player card games. It's perfect for protecting your cards at coffee houses, conventions and tournaments! \$14.95

Also available, the SpellGround Totem™ and the SpellGround Orion™

SpellGround is brought to you by

Khalsa-Brain Games™

P.O. Box 170430, San Francisco, CA 94117
415-985-5222

Ask your
favorite
game store
or comic
shop for
SpellGround!

ManaFest^{CG}

A Four Day Collectable Card Game Festival

Tournaments - Special Guests - Seminars - Flea Market - MTG -
Challenges - 24 Hour Gaming - Art Gallery - San Francisco -
Doom Trooper™ - Fun - Western Regional Championships -
Exhibits Hall - Star Trek™ - Trading - Contests - The Only
Place To Be over 4th of July - Team Challenges -
Cathedral Hill Hotel - Blood Wars™ -
Manufacturer's Demos - Galactic Empires™
- FamilyFun - Discount Hotel Rooms
- Prizes - Great Food - And
lots, lots more - Call NOW
for more info - From

Khalsa-Brain
Games
Production
s

June 30-July 3, 1995
San Francisco
415-985-5223

For Collectible Hill Hotel, special ManaFest prices and room bookings,
Toll Free: 800-922-0855 Local: 415-985-5222

CONTEST



RAGE ON THE PAGE!

Grand Prize (One winner)

Have your werewolf appear on a card in the next *Rage* expansion set from White Wolf!

Second Prize (Twenty-four winners)

Twenty-four runners-up will walk away with a set of the forthcoming *Rage* expansion set, along with the knowledge that their werewolf was only second-best. Oh well.

Pretty neat, eh? So how do you go about getting your piece of werewolf art made into a **Rage** card? All ya gotta do is create an original, cool-looking werewolf, and boom, you're in. A couple of pointers, though. Before you wander off and get to work on your masterpiece, go look through some **Rage** cards and get a feel for the world of **Rage's** werewolves. It'll help. Second, your submissions can be in any medium (oils, crayon, line art, bloody stump, et cetera) except neon inks, glitter, and CRAP like that. Artwork must be NO larger than eight by 11 and one-quarter inches. Do not fold, roll, or bend artwork—mail flat. And lastly, all submissions are NONreturnable.

Worked up into a frenzy yet? Good. When you're done with your art, fill out the official **InQuest** entry form below, attach it to the back of your hairy friend (hey, you know what we mean!) and mail that bad boy off to:

Rage/InQuest Contest
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118

TINY LEGAL WORDS

No purchase necessary. Contest is open to everyone except employees of Wizard Press, White Wolf, their immediate families, and the people responsible for the *Howling Through 2007* movies. Hey, you guys wouldn't be related to the genuine legend *Diplomator 2* and 3, would you? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a stamped postcard, or a three-by-five-inch index card and attach it to your outstanding werewolf art. Enter as many times as you like. Mail each entry to **Rage Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118**. All entries become the property of Wizard Press and ours will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. Wizard Press and White Wolf reserve the unconditional right to grant conditions of the winning entries. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules herein. Entries weighing less than one ounce are preferred. All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or undelivered entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The 25 prize-winners will be chosen on August 31, 1995, by Wizard Press based on creativity and originality, the grand prize winner will be selected by White Wolf on September 11, 1995. All decisions are final. Anybody caught knitting or copying gets a kidney punch from White Wolf's Steve Wick.

For a list of winners, available after September 15, 1995, send a stamped, self-addressed envelope to **Rage Contest, c/o Wizard Press, 151 Walk Ave., Congers, NY 10920-0264**, or just keep working harder.

Contest Entry Form ▼

This contest expires July 31, 1995—
so don't just sit there, **do something!**

My Name: _____
Date of Birth: _____
Phone # (____) _____
Address: _____
City: _____
State: _____
ZIP: _____



Who knows what the future holds?

Tomorrow's only a few hundred cards away.

This is a pretty exciting time for *Magic: The Gathering* players. We've all gotten a taste of the upcoming 300-card *Ice Age* set and we can't wait for more. *Chronicles*, which will reprint the expansion sets except for *Fallen Empires*, has everyone but Mr. Subcase waiting at the gates. *Revised* is out and *Fourth Edition* is in. (Fourth? Hm. I thought Alpha, Beta, Unlimited, Revised, and Fourth make five. My head hurts.) On top of all that, there's at least one more expansion set coming by year's end. Everyone is wondering what the new cards will be and how they'll affect the game.

The biggest question mark in everyone's mind as this fan types away is what cards will join the mighty ranks of the discontinued. When *Unlimited* was left behind for the *Revised* set, the most powerful cards the game has seen were dropped from the payroll and went on to make tons of bucks as

free agents, even if they didn't deserve them. (I can't believe some

stores are selling *Copper Tablets* for \$10.)

Who will be in and who's on the way out? The No. 1 rumor is that the *Serra Angel* is gone. She's a flying 4/4 that doesn't tap to attack, and everyone seems to think

that *Wizards of the Coast* feels that's too much. People speculating that a discontinued *Serra* will go for big bucks are paying \$6 and more.

Other cards thought to be on the chopping block are the *Bottle of Suleiman*, *Mahamod Djinn*, and the *Shivan Dragon*.

Shivans are moving up through the high teens, and people are willing to pay into the low \$20s to get one.

If, however, certain Washington whispers turn out to be true—namely, that no cards will be dropped from and that up to 100 will be added to the *Fourth Edition*—all this purchasing will have been in vain in terms of investment value.

While the coming of the *Fourth Edition* is firing up the activity at the trading tables, the coming of *Chronicles* is actually slowing down trading of the earlier expansion sets. The summer release is still a long way away, so the strong desirability of expansion cards is making prices rise, but such cards would probably be going faster if people weren't afraid that the \$40-\$50 *Mirror Universe* they buy today won't be in a \$2 *Chronicles* booster pack tomorrow. Since the cards will be white-bordered, serious collectors will scoff at *Chronicles* and still seek out the original black-bordered cards, but the price of anything reprinted will almost assuredly go down.

Speaking of which, *Ice Age* will see a changing of the guard of sorts. *Word of Undoing* is a blue instant that costs one blue mana and unsummons any creature, returning any of your white enchantments on it to your hand. Why use the old *Unsummon* any more? *Scaled Wurm* is a green creature that costs G7 and is 7/6. That makes the *Craw Wurm* seem like yesterday's news. What other surprises are in store?

If you're looking for cards that will stay in high demand, try the out-of-print basics and the more powerful *Arabian Nights* and *Legends* cards.

Over the past three months, *Time Walk* has exploded into the spotlight as everyone's recognized the value of taking two turns in a row. Moving through the \$80-\$90 range and still climbing, this "OOP" (out of print) has risen to a par with the *Moxes* at least.

Speaking of *Moxes*, they and their cousin *Black Lotus* continue to dazzle the kiddies. Everyone loves to get big creatures on the first or second turn, yes? \$90 is the standard fare for a *Mox*, but prices go as high as \$125, and \$200 for the *Lotus*, since *Magic* players who have the money will do whatever it takes to get their hands on these game breakers. Owning them has become a status symbol.

The more exotic and useful cards are becoming more desirable as well. *Ancestral*

By Douglas Goldstein



■ Maybe it's

not a good thing
If you can fly.
The word is out
that these two
babies are going
to be grounded.

Recall, which had ballooned up in demand much like the Time Walk, now may have leveled off and settled in the low \$60s. Ali from Cairo is a life-saving card (you can't go below 1 life with Ali in play), and protecting it with a Spectral Cloak or Jade Monolith is almost a lock. Find it just below \$60. More exotic is the Two-Headed Giant (a 4/4 trampler that can block two attackers), which you can get for \$30-\$40. He's not a game breaker, but a creature can't get more useful than that.

Other creatures that can single-handedly affect the whole game are also drawing increased attention. The Old Man of the Sea can take creatures of equal power, and he doesn't have the restrictions of a Sea Singer or Proacher. Since you can put Unholy Strengths or other such boosters on him and take bigger creatures, people will pay \$30 and more for him. Carrion Ants are nearing this price range, since you can pump them with any, yes, any kind mana.

Always remember to buy what you want for your decks, but ask if there isn't something better cheaper instead. Natural Selection is a hard-to-find OOP, which explains its \$25 price tag, but do you need it when cards like Visions and Crash Spy are lying around for a fraction of that price?

Lots of people are trying to make specific decks and will pay to improve them. The white weenie deck isn't complete without the Thunder Spirit (2/2 flying first strike), so all the weenie-enthusiasts out there are paying over \$20 to get it. The Proacher also fills out that deck, and is moving around \$10. Since Berserk fits nicely into any creature-filled deck, it's moving past the \$20 range as well. Watch for Divine Transformation, Vesuvan Doppelganger, and Fork to move into the higher teens.

Watch out for *Iluminati* as well. This game has unlimited potential for expansion and is a lot of fun to play. Its fan following is growing, and the rare cards are starting to be worth a few bucks. The drawback is that the cards move around so much in play, it's tough to keep track of them. Will this game become 'collectible'? Let's see.

Collectibility happens to be the driving force behind *Star Trek: The Next Generation Customizable Card Game* cards. Enterprise, Picard, and Data cards are going for \$40-\$60 and higher while Worf and Riker go for \$25-\$40. Why? Well, each *Star Trek* fan has to have the stars of the show, of course, and it doesn't hurt that they're also the best cards in the game. Remember, the best indicator of whether a card will go up in dollar value is its playing value in the game.

Deep Galstein, who is both production director and a regular columnist for *InQuest*, once killed a guy a prison

Top 10 Most-Wanted Cards



■ A kin to the Moxes, the Black Lotus not only topped out our Top 10, but it hits the retail ceiling at nearly \$1000.

1. Black Lotus

No killer deck is complete without one.

2. Time Walk

Sorry, did I say I was done? Wait a sec...

3. Moxes*

Going like candy; everyone wants a set.

4. Ancestral Recall

Three more cards, in an instant; belongs in every deck.

5. Juzom Djinn

Dear god, this card is too much too fast!

6. Thunder Spirits

Everyone knows a white weenie deck kicks ass.

7. Forcefield

Lots of big, nasty creatures coming in? Who cares?

8. Berserk

Usually this ends the game when played; it's my favorite.

9. Ali From Cairo

Nope, that Channel Fireball won't be killing me just yet.

10. Serra Angel

Was she coming or going? Get her while she lasts!

* OK, so the five Moxes really make this a top 14 list. What're you gonna do, sue us?

INQUEST

P R I C E G U I D E I N T R O

repeat after me: The following *InQuest*

game card price guide is as accurate

and up-to-date as we could make it.

Remember, though, that all values listed are only

guides—prices may vary depending upon the

local availability and popularity of a card. Before

you plunge into the price guide, though, there's

some other stuff you should know about it.

CARD SETS

Most card games have been printed in at least two editions. For instance, the very first *Magic: The Gathering* release is called the Alpha edition. It has a black border to indicate that a limited number were printed. The next *Magic* set, the Beta edition, was changed in many ways, but has several cards that are virtually identical to their Alpha predecessors.

But don't be fooled: an Alpha Demonic Hordes is more valuable than a Beta Demonic Hordes in the same condition, which in turn is worth more than a Revised Demonic Hordes. If you're confused about where one of your cards came from, match up the logo on the card with the logo by the name of each set. If there's no logo, look in the basic sets.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked.

Mint: Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint: Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent: Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

Good: A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. Good cards sell for 15 to 30 percent of price guide listings.

Fair: Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

Poor: OK, let's get one thing straight: Poor cards are about as much fun to look at as a sandwich that's been sitting in the refrigerator for three months. Poor cards sell for less than five percent of price guide listings.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; In this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

- CCommon
UUncommon
RRare

POWER RATINGS

— **The Best.** These are cards that should fit nicely into virtually every deck. Creatures with a five-star rating are usually game-breakers; they're the ones that your opponents will pool all of their resources into eliminating. Five-star spells are usually worth adding to a deck even if they are of the wrong color. Cards such as *City of Brass*, *Celestial Prism*, and *Mana Batteries* can be used to produce the appropriate color of mana.

— **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

— **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and on what four- and five-star cards your deck contains.

— **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

— **THE WORST.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **INAPPLICABLE.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

LEGEND

See bottom of Price Guide page's for a complete listing of the Card Set legend.



Info: info: info-
more than you can
shake a kielbasa
at. Turn the page
to the champagne
of price guides...

MAGIC

The Gathering™

WAX TABLE

Booster Pack						\$19.00
Booster Box						\$3,750.00
Full Alpha Set (295)						\$2,790.00

ARTIFACTS

Arch of Willows	ART	R	***	Andy Wach	3	4.00
Do 2 damage to any player who puts a new land into play.						
Beast Amulet	ART	U	***	Jason Myhr	3	2.00
T Add 3 to your mana pool. Spend 3 to untap of any face.						
Black Lotus	ART	R	*****	Christopher Rush	0	725.00
T Discard to add 3 mana of any single color to your mana pool.						
Black Yew	ART	U	****	Richard Thomas	1	3.50
Do 2 damage for each card you lose opponent face in hand during upkeep.						
Colored Prism	ART	U	***	Andy Wach	3	2.00
T, T. Prizes 1 mana of any color (play as an interrupt).						
Cloud Oak	ART	R	****	Mark Tade	2	110.00
T Flip coin (land on front). If it comes 3/40 degrees, any card Cloud Oak lands on a creature is removed from play.						
Darkwood Knight	ART	R	***	Drew Tucker	6	7.50
Put 7 (+1/+0 counters on Board when cast. Discard 6 counters after Board attacks or blocks. During upkeep, controller may pay T and tap Board to regain a lost creature. 0/4.						
Concealer	ART	U	***	Andy Wach	4	1.00
3, T Negate the loss of up to 2 life.						
Copper Tablet	ART	R	***	Andy Wach	2	11.00
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Crytal Ball	ART	U	***	Andy Wach	1	1.00
T Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cytoplasts Lense	ART	R	***	Jason Medlocks	4	94.00
T Turn a land into a face power. If Cytoplasts Lense leaves play, each subsequent turn one land controlled by Cytoplasts Lense returns to normal.						
Dragon Egg	ART	R	***	Don Frisco	4	7.00
Whenever someone loses a land, do 2 damage to that player for each land they lose.						
Obnoxious Scepter	ART	R	***	Don Frisco	3	7.00
T, T. Opponent must discard 1 card of his choice. Can only be used during turn of controller.						



For two white mana, the Archologist can bring any artifact from your graveyard to your hand. That, combined with a zero-casting-cost artifact, like the Lotus, makes for some pretty nasty combos. It's also a great way to keep the artifact-caster's Yawgmoth Demon from burning his sights on you, and it can turn a pump 1/1 Atoy into a miniature purple Schwarzschild.

Household	ART	R	*****	Don Frisco	3	135.00
T An artifact creature deals only 1 damage. This effect can be used against multiple creatures.						
Gravel of Might	ART	R	*****	Christopher Rush	4	150.00
All creatures produce no mana cost. Give all red creatures +1/+1.						
Wastes of Flow	ART	U	***	Douglas Shilo	1	2.00
T. Look at opponent's hand. He, he, he!						
Roll of Chalk	ART	U	***	Mark Tade	1	5.00
T, T. Give one creature leading ability until end of turn.						

Mix, Up	ART	R	***	Scottie Emington	5	9.00
S, T. Create a Gear Wasp token, a 1/1 flying artifact creature.						
Knocking Man	ART	R	****	Mark Tade	2	11.00
Whenever you deal or take card damage to or lose draw phase.						
Key Manipulator	ART	U	****	Douglas Shilo	4	100.00
T, T. Tap one land, creature, or artifact. Its effects are governed from the tapped permanent.						
Memory Block	ART	R	***	Andy Wach	2	75.00
A Summon a creature face down. You may add 1 mana to the casting to look the creature's true cost. Once the creature dies, taps, or leaves damage you must flip the creature over.						
Iron Yew	ART	U	***	Don Frisco	1	1.00
T Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.						
Irony Card	ART	U	***	Jason Medlocks	1	1.00
T Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.						
Jack Amulet	ART	R	****	Jason Medlocks	4	4.00
T Take all damage done to any creature on yourself control.						
Jack Statue	ART	U	***	Don Frisco	4	16.00
2 Make Jack Statue a 2/5 artifact creature that may only attack or block.						
Jayweeds Deck	ART	R	***	Mark Tade	4	7.00
A, T. Draw 1 card cast.						
Juggernaut	ART	U	****	Don Frisco	4	4.00
Most attack each turn if possible. Can't be blocked by w/e 5/3.						
Karnasak	ART	R	***	Christopher Rush	4	6.00
Treat all swamps in play as 1/1 creatures that can be tapped for 5/3.						
Library of Ling	ART	U	***	Douglas Shilo	1	2.00
Tap your discard phase. If forced to discard, you can choose to discard to the top of your library unless that player chooses. If discarded is a creature, look at card in library during where to discard it.						
Living Well	ART	U	***	Jason Medlocks	4	2.00
Counts as a wall. 1. Represents 0/5.						
Moat Vault	ART	R	***	Mark Tade	1	7.00
F Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if a creature is tapped during upkeep.						
Moonstone	ART	R	***	Gunter Hoover	1	0.00
Any creature with power greater than 2 may not be untapped or normal during its attack phase.						
Man Entombed	ART	R	*****	Don Frisco	0	175.00
T Add 1 to your mana pool.						
Man Jet	ART	R	*****	Don Frisco	0	175.00
T Add 1 to your mana pool.						
Man Wall	ART	R	*****	Don Frisco	0	175.00
T Add 1 to your mana pool.						
Man Wagon	ART	R	*****	Don Frisco	0	175.00
T Add 1 to your mana pool.						
Man Zeppelin	ART	R	*****	Don Frisco	0	175.00
T Add 1 to your mana pool.						
Mayday off Deck	ART	R	***	Mark Tade	4	0.00
T Destroy all creatures, enchantments, and artifacts in play, including Mayday's Deck.						
Mayday's Deck cannot play tapped.						
Obscure Colors	ART	U	***	Jason Myhr	6	2.00
4/5.						
Roll of Rain	ART	U	***	Christopher Rush	4	3.00
S, T. Do 1 damage to any target.						
Sul Ring	ART	U	***	Mark Tade	1	4.00
T Add 2 to your mana pool (play as an interrupt).						
Sud Ring	ART	U	***	Douglas Shilo	1	2.00
T Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Sweeples of Ulice	ART	R	****	Don Frisco	3	7.00
You choose any creature either white or red mana.						
Throne of Bone	ART	U	***	Andy Wach	2	1.00
T Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
Time Walk	ART	R	***	Mark Tade	2	75.00
T Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a life.						
Witch Orb	ART	R	***	Mark Tade	2	3.00
Each player may only untap up to 1 land during setup phase.						
Wooden Scepter	ART	U	***	Mark Tade	1	1.00
T Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						

BLACK

Animate Dead	SC	U	****	Jason Medlocks	01	2.00
Bring a creature from any graveyard into play on your side with 1 power.						
Bad Blood	IS	R	***	Jason Myhr	01	11.00
All black creatures in play get +1/+1.						
Black Knight	SC	U	****	Jeff A. Manges	00	4.00
Protection from white, first choice: 2/2.						
Big Wrath	SC	U	***	Jeff A. Manges	03	3.00
Survamp: 3/2.						
Contract from Below	SCR	R	**	Douglas Shilo	0	4.00
Discard your hand, draw or new cards cost plus seven cards.						
Cursed Land	IS	U	***	Jason Myhr	002	1.00
Do 1 damage to controller of target land during upkeep.						
Dark Road	IS	U	****	Jason Medlocks	0	1.00
Add 1BB to your pool of mana.						
Darkspire	SCR	R	***	Gunter Hoover	003	4.00
Swap your topmost card and card with other onto top.						

Name/Description	Cost	Entry	Rating	Artist	Cost	Price
Overlap EH Counter a game spell (play in an overlap)	SC	U	***	Jason Matthews	\$9	2.00
Overhaul Change the order of one card played or in play to block	SC	R	***	Sandra Everingham	\$9	5.00
Overcast After Unless opponent controls game, both players must draw or vote extra card	SC	R	***	David Geler	\$9	5.00
Overcome Barriers 7. Destroy one land. Pay BB during upkeep or threats are tapped and your opponent chooses a land of yours to be destroyed 5/5	SC	R	****	Ingar Mylerson	\$8B	12.00
Overcome Tides Choose one card from your library, then activate your library	SC	U	****	Douglas Shuler	\$1	5.00
Over the Hill Do 1 damage to any target for each B secret alone costing cast. Take 1 life for each damage inflicted. You control your most life from a creature from its current toughness	SC	R	***	Douglas Shuler	\$1X	1.00
Overlook Soldiers B. Regenerate 1/1	SC	C	****	Sandra Everingham	\$1	1.00
Over the Top Target land is now a leak source	EH	U	***	Sandra Everingham	\$9	2.00
Over the Wall Only black or white creatures may block target creature	EH	C	***	Mark Fiedler	\$9	1.00
Over the Wall B +1/+1 until end of turn 1/1	SC	C	***	Douglas Shuler	\$2	1.00
Over the Wall 0/1. White spells and white enchantment activation costs now require 3 extra mana	EH	U	****	Sam Frazier	\$2	2.00
Over the Wall Target creature gains +2/+2 until end of turn	SC	C	***	Mark Fiedler	\$X	1.00
Over the Wall Flying opponent damaged by Sparda must randomly discard a card from hand 2/2	SC	R	***	Douglas Shuler	\$B1	5.00
Over the Wall Survives of your life. In each part of damage you subsequently suffer, remove any protection in play. For every point you gain, draw a card. You lose when you run out of cards in play or when you lack enough life	EH	R	***	David Geler	\$B8	95.00
Over the Wall Land of the Pit Flying, taunting. During upkeep sacrifice a creature other than the Land of the Pit or the Pit does 7 damage to you 7/7	SC	R	***	Mark Fiedler	\$B4	14.00
Over the Wall Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X	SC	R	****	Jake Bush	\$X	9.00
Over the Wall If three creatures are above the Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters as attacks play 1/1	SC	R	***	Christopher Kub	\$9	8.00
Over the Wall Opponent's target must sacrifice most attack. It die as well as then. Play during opponent's turn before he or she attacks 1/1	SC	R	***	William Fawcett	\$2	4.00
Over the Wall Flying. Power and toughness equal number of opponent creatures in play 1/1	SC	R	***	Michael Hansen	\$5	19.00
Over the Wall Target creature doesn't tap as normal. Creature's controller may spend 1 to untap during upkeep. Tap target creature when Paylin is cast	EH	C	****	Jason Matthews	\$9	1.00
Over the Wall Do 1 damage to each creature and all players. Discard topdeck if there are no creatures in play at the end of cast	EH	C	****	Ingar Mylerson	\$9	1.00
Over the Wall Power and toughness equal number of Plague Rats in play 1/1	SC	R	**	Jason Matthews	\$2	1.00
Over the Wall Flying a creature from your graveyard into your hand	SC	R	***	Jeff A. Manges	\$9	1.00
Over the Wall 7. Destroy any target creature. It's the subject of an H241 feature 1/1	SC	R	***	Tam Rutherford	\$B1	22.00
Over the Wall Sacrifice creature in add to your most paid block more equal to that creature's casting cost	EH	U	**	Sam Frazier	\$9	2.00
Over the Wall 2/2	SC	C	**	Ingar Mylerson	\$2	1.00
Over the Wall At the end of turn, add a counter for each other creature placed in the graveyard that has a counter to regenerate itself 2/2	SC	R	***	Jeff A. Manges	\$3	2.00
Over the Wall Flying. Gets +1/+1 counters if a creature dies in turn Vipers damaged if 4/4	SC	U	****	Jason Matthews	\$B2	8.00
Over the Wall Randomly divert all damage done to you this turn to one of your creatures	SC	R	***	Mark Fiedler	\$1	2.00
Over the Wall Destroy a land	SC	R	***	Sandra Everingham	\$9	14.00
Over the Wall Runs target creature. Cannot target black or artifact creatures	SC	R	***	Sam Frazier	\$1	1.00
Over the Wall Target creature gains +2/+1	EH	C	***	Douglas Shuler	\$9	1.00
Over the Wall B. Regenerate 1/1	SC	R	**	Jason Matthews	\$2	2.00
Over the Wall Do 1 damage to target creature's controller during upkeep	EH	R	**	Any Weber	\$9	6.00
Over the Wall Target creature loses 2/1	EH	C	****	Douglas Shuler	\$9	1.00
Over the Wall Flying. If Regenerate 1/1	SC	R	****	Ingar Mylerson	\$9	12.00
Over the Wall Destroy opponent's hand. Play a security in place of your cheating from opponent's own cards in hand if you are to be legally using his or her available mana	EH	R	**	Ingar Mylerson	\$B	95.00
Over the Wall All counters in play from nonwalk and may regenerate for B as long as Double Mantra remains in play 2/3	SC	R	**	Jeff A. Manges	\$B1	9.00

Name/Description	Cost	Entry	Rating	Artist	Cost	Price
Over the Wall An Enigma Flying 4/4	SC	U	****	Robert Thomas	\$10	13.00
Over the Wall Accidental Blast Target player must draw 3 cards	SC	R	****	Mark Fiedler	\$9	120.00
Over the Wall Does not effect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost. Target artifact is destroyed 1/1	SC	R	***	Douglas Shuler	\$2	2.00
Over the Wall Counter a card spell being cast or destroyed a red card in play	EH	C	***	Robert Thomas	\$9	1.00
Over the Wall Target player must draw X cards	SC	R	****	Mark Fiedler	\$10	9.00
Over the Wall Does copies all characteristics, including color, if target artifact is in play. One returns three characteristics only if target creature is destroyed 1/1	SC	U	****	Jake Bush	\$5	5.00
Over the Wall Control target creature and its attachment is discarded as game ends	SC	R	****	James Wilk	\$10	5.00
Over the Wall Replaces any artifact in play. Text duplicates on both attachment and artifact	EH	R	****	Any Weber	\$1	7.00



For every enchantment played on him, or Rakib Wombas goes up +2/+2, and he doesn't tap to attack! So load him up with a whole mess of Holy Strengths, Wands, and what have you, and if your opponent tries anything crazy like Terminating him—whatever, a World of Unending Scales him and all the enchantments back to your hand. Eat that!

Over the Wall Counter target spell as it is being cast	EH	U	****	Mark Fiedler	\$10	5.00
Over the Wall If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller	EH	C	**	Aaron Atchells	\$1	1.00
Over the Wall Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours	SC	R	***	Douglas Shuler	\$10	9.00
Over the Wall Do 1 damage to controller of target uncontrolled during upkeep	EH	U	**	Quinten Bowers	\$2	1.00
Over the Wall Target creature now has flying	EH	C	****	Aaron Atchells	\$9	1.00
Over the Wall Target creature may only be blocked by white	EH	C	**	Aaron Atchells	\$10	7.00
Over the Wall Target creature has flying until end of turn	EH	C	**	Mark Fiedler	\$9	1.00
Over the Wall Sum 1 life whenever opponent taps a hand	EH	U	****	Aaron Atchells	\$10	2.00
Over the Wall White Land of Allots is in play, all Markak in play gain +1/+1 2/2	SC	R	***	Mark Fiedler	\$10	12.00
Over the Wall During the test of a card being played in play by switching the first land type with another	EH	R	****	Jake Bush	\$1	11.00
Over the Wall Flying 5/5	SC	R	****	Sam Frazier	\$11	14.00
Over the Wall All opponent's lands are tapped, opponent's mana pool is emptied. Opponent is not damaged by opponent mana	SC	R	****	James Wilk	\$2	8.00
Over the Wall 1/1	SC	C	**	Jeff A. Manges	\$9	1.00
Over the Wall Flying. Pay B during upkeep or card is destroyed 4/1	EH	R	**	Mark Fiedler	\$9	2.00
Over the Wall Target land switches to any base land type chosen by caster	EH	C	***	James Wilk	\$10	1.00
Over the Wall Flying 2/3	SC	U	****	Ingar Mylerson	\$3	2.00
Over the Wall Do 1 damage to any target. Cannot attack unless opponent has lands in play. Destroyed immediately if controller has no cards in play 4/3	SC	R	****	Sam Winstanley	\$4	8.00
Over the Wall Target controller requires 2 during upkeep. Power level rises 1 damage to target artifact until controller for each upkeep mana	EH	C	**	Greg Lucas	\$1	1.00

Name/Description	Cost	Rarity	Setting	Artist	Card	Price
Power Sink Counter target spell unless its caster spends X more mana available from lands and mana pool with X in net.	1HS	C	*****	Richard Thomas	UR	1.00
Prodigal Sorcerer 1. Do 1 damage to any target. 1/1.	1HS	C	*****	Douglas Shale	UR	1.00
Plinian Blast Do 1 damage to any target and 2 damage to you.	1HS	U	****	Douglas Shale	UR	2.00
Psychic Nexus Do 2 damage to target land's controller whenever target land is tapped.	1S	C	****	Earl Searcy	UI	1.00
Sea Serpent Cannot attack unless opponent has islands in play. Buy it immediately if controller has no islands in play 5/5.	1S	C	****	Jeff A. Menges	US	1.00
Sea's Gift All of opponent's creatures that can attack need do so at the end of turn. Sea's Gift can only be played an opponent's turn before his or her attack. Indestructible creature was not affected by Sea's Gift.	1HS	U	****	Arnan Abdolhos	U	2.00
Sight of Mind Change the text of a card being played or in play by switching one color word with another.	1HT	R	****	Mark Poole	U	10.00
Spell Blast Counter target spell, X is casting cost of target spell.	1HT	C	****	Irvin Scotty	UX	1.00
Steels Cards do not enter an opponent's hand during upkeep or when a creature is destroyed, cards still don't enter until next upkeep phase.	1S	R	****	Fay Jones	UJ	7.00
Steel Ambient Take control of target combat.	1S	R	***	Jay White	WJ	2.00
Thoughtful Change the color of a card being played or already in play to blue.	1HT	R	****	Mark Poole	U	5.00
Time Walk Take an extra turn immediately after the end of the one in which you cast Time Walk.	1SC	R	****	Jay White	UJ	180.00
Timecaster Put Timecaster on a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	1SC	R	****	Mark Tulin	UT	130.00
Twiddle Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	1HS	C	****	Bob Alexander	U	11.00
Unweave Return target creature to the hand of its owner. Discard enchantments on creature.	1HS	C	****	Douglas Shale	U	1.00
Unweave Paperweights Opponents of characters except color of any one creature in play. Any duplicate a different one has during upkeep phase. "1/1"	1HS	R	****	Deaton Henge	USJ	29.00
Unweave Destroy X creatures of your choice and do 1 damage to each player and creature in play for each creature destroyed.	1HS	R	****	Douglas Shale	UJ	7.00
Wall of Air Flying 1/5.	1SC	U	***	Richard Thomas	UR	2.00
Wall of Water 1. +1/+8 0/5.	1SC	U	**	Richard Thomas	UR	1.00
Water Elemental 5/4.	1SC	U	**	Jeff A. Menges	UR	2.00

GREEN

Aspect of World Increase target creature's power and toughness by half the number of forest cards in play.	1C	R	****	Jeff A. Menges	GI	9.00
Barrack Double target creature's power and give it trample ability until end of turn. If attacking, double target creature's # of land.	1HS	U	****	Don Frazier	G	45.00
Bark of Paradise Flying. 1. Add one mana of any color to your mana pool. 0/1.	1SC	U	****	Mark Poole	G	10.00
Camouflage Place your attacking creature face down and exchange them. Attack them only after defense is done. Ignore illegal blocks.	1HS	U	****	Jasper Myler	G	12.00
Chanted Add 1 creature token to your pool for each life point you sacrifice.	1SC	U	**	Richard Thomas	GE	2.00
Chickadee Flying. Any non-wild creature blocking or blocked by Chickadee is destroyed. 2/1.	1SC	R	****	Don Frazier	GG	12.00
Cover Wave 6/4.	1SC	C	****	David Galen	GG	1.00
Dark Asiders First strike. Mages: Make versus linked power and toughness as 1/2 2/1.	1SC	R	**	Arnan Abdolhos	GI	8.00
Darkwood Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	1HS	R	**	Mark Poole	G	6.00
Fog Creatures do not affect one another in combat.	1HS	C	****	Jasper Myler	G	1.00
Force of Nature 1 damage. Pay 8000 during upkeep as Force of Nature does 8 damage to you. 8/3.	1SC	R	****	Douglas Shale	GGGG	16.00
Fungus Gets a +1/+1 counter after any time when Fungus has been damaged but not destroyed. 2/2.	1SC	R	****	Deaton Henge	GG	9.00
Gaea's Gift 1. Turn any land into a basic forest. All target lands return to normal when Gaea's Gift leaves play. Power and toughness equal number of forest creatures in play. When attacking, power and toughness equal number of forests attacking opponent has in play. "1/1"	1SC	R	****	Deaton Henge	GGG	13.00
Giant Growth Target creature gets +2/+2 until end of turn.	1HS	C	****	Sandra Ewingham	G	1.00
Giant Spiker Stein 1/6, but can block flying creatures. 2/1.	1SC	C	****	Sandra Ewingham	GG	1.00
Grizzly Bear 2/2.	1SC	C	****	Jeff A. Menges	GI	1.00

Hammer Do X damage to all players and flying creatures.	1SC	R	****	Deaton Henge	GG	2.00
Ice Storm Destroy any one land.	1SC	R	****	Don Frazier	GG	24.00
Ironclaw Energy Using target creature can enter into play. Target player attack what it comes into play.	1HS	R	****	Deaton Henge	G	2.00
Ironclaw Tank 3/5.	1SC	C	****	Jasper Myler	GG	1.00
Katoo When target land is tapped, it is destroyed. Abilities that use the last land in play, the player who put her or him in Katoo, must place it as one other land in play. Katoo is destroyed when all lands in play are destroyed.	1L	R	****	Mark Poole	GG	6.00
Leaf Devil 1. Untap a land of your choice. Play as an interrupt. 1/1.	1SC	U	****	Sandra Ewingham	GG	2.00



How's this for a neat trick: When you have too many cards but too little mana, discard a powerhouse like the Scaled Wurm. On your next turn, cast whatever little wosser creatures you've got followed by Soul Exchange, swapping your hit order for the Scaled Wurm. Then proceed to rack in blue.

Infelona GG. Creature is black spell or if a being not (play on an interrupt).	1HS	R	****	Deaton Henge	GG	2.00
Infused Change the color of one card in play to green.	1HT	R	**	Jay White	G	5.00
Living Artifact Put 1 counter on target artifact per life you take. During upkeep, you may take one and only one counter to life.	1HS	R	****	Arnan Abdolhos	G	6.00
Living Lands Put all forests in play as 1/1 creatures that can be tapped for G.	1HS	R	**	Jasper Myler	GG	7.00
Limbo 1 Add G to your mana pool. Played as an interrupt. 1/1.	1SC	C	****	Arnan Abdolhos	G	1.00
Loa All creatures that can block creature must do so.	1HS	R	****	Arnan Abdolhos	GG	2.00
Natural Selection Look at the top 2 cards of any library. You may then shuffle that library.	1HS	R	**	Mark Poole	G	58.00
Oppression G Target creature exiles. 2/1.	1SC	C	****	Deaton Henge	GG	1.00
Opposition Flying. 1/1.	1SC	R	****	Deaton Henge	GG	4.00
Orchid Flying. 1/1.	1SC	C	****	Jay White	G	1.00
Shadows Dry Target player gets 3 life.	1SC	C	****	Arnan Abdolhos	G	1.00
Shroud of Life Target player gets 3 life.	1SC	C	****	Mark Poole	GG	1.00
Thunder Bolt Any non-wild creature blocking or blocked by Bolt is destroyed. 2/1.	1SC	R	****	Don Frazier	GGG	5.00
Thunder Storm Blasts 1/1.	1SC	R	**	Richard Thomas	G	2.00
Unweave Destroy all artifacts in play.	1SC	C	****	Douglas Shale	GG	1.00
Unweave Indentures Draw 1 and each time you cast an enchantment. 0/2.	1SC	R	**	Kay Eickholt	GG	9.00
Wall of Bonobos 1. Turn any land into a basic forest. All target lands return to normal when Wall of Bonobos leaves play. Power and toughness equal number of forest creatures in play. When attacking, power and toughness equal number of forests attacking opponent has in play. "1/1"	1SC	U	****	Arnan Abdolhos	GG	2.00
Wall of Ice 0/7.	1SC	U	**	Richard Thomas	GG	2.00
Wall of Wood 0/7.	1SC	C	**	Mark Tulin	G	1.00
Wardens Do 1 damage to controller of target creature during upkeep.	1SC	R	****	Deaton Henge	GG	2.00
War Ancestral 1. Target 3/3.	1SC	C	****	Jeff A. Menges	GG	1.00

Name/Description	Card	Rarity	Rating	Artist	Cost	Price
Web Target creature gains +1/+2 and may block flying creatures.	EC	R	****	Rob Alexander	G	7.00
Wild Growth Whenever target land is tapped for mana, Wild Growth generates an extra G.	EC	C	**	Josh Paizo	G	1.00
W.I.D.						
Waxing Target creature gains combat.	EC	C	***	Mark Paizo	R	2.00
Checkmate Changes the role of a card being played so it plays to red.	WI	R	****	Danesh Willich	R	5.00
Overseeing Do 2 damage to a target if target dies this turn, if it is removed from game.	SOR	C	****	Arion Maddicks	RR	1.00
Dragon Whelp Flying R +1/+0, if more than RR is spent this way in an eye, Dragon Whelp dies at end of turn. 2/3.	SC	U	****	Andy Vance	RR	5.00
Overseen/Overseen Team T. Destroy a will.	SC	U	***	Key Bankhead	R2	10.00
Devotion Warriors T. A creature of power no greater than 2 becomes untapped and end of turn. 1/1.	SC	C	****	Douglas Shafer	R2	1.00
Dark Dimension 4/5.	SC	U	***	Die Trazo	RR3	4.00
Forbidden Do 2 damage to and remove flying ability from target creature. Does not affect non-flying creatures.	EC	C	***	Orlando Hoover	R	1.00
Forbidden Do 2 damage to all players and non-flying creatures in play.	SOR	R	***	Die Trazo	RR	8.00
False Orders ING. C.	ING	C	****	Arion Maddicks	R	8.00
Rite Beneficial 5/1.	SC	U	***	Arion Maddicks	RR3	3.00
Reckless Do 2 damage, divided evenly among any number of targets (round down). Pay 1 for each target toward the cost.	SOR	C	****	Mark Paizo	R2	1.00
Rebroadening R -1/-0.	EC	C	****	Die Trazo	R	1.00
Reckless Destroy all planes in play.	SOR	U	****	Danesh Willich	R3	2.00
Risk Reveals a secret in instant cost. Fox's color remains red and Fox's costs may change its target.	WI	R	****	Andy Vance	RR	24.00
Goblin Bolton Brigade R. Gains flying and end of turn. 1/1.	SC	U	***	Andy Vance	R	2.00
Goblin King While Goblin King is in play, all Goblins gain combat and +1/+1. 2/2.	SC	R	****	Jesper Myhr	RR1	10.00
Gravelly Flying R +2/+1. 2/2.	SC	R	***	Christopher Koch	R2	9.00
Grey Day 2/2.	SC	C	**	Die Trazo	R2	1.00



Don't completely load up your deck with giant monsters like the *Craw Worm* and *Shrew Dragon*. Some light- and mid-weight creatures should ensure your protection until your big guys come out. *Pound for Pound*, the *Barrinians* have one of the best power/cost ratios in Magic!

Hill Giant 3/3	SC	C	**	Don Frazier	R3	1.00
Mountain Shrew 3/3	SC	C	**	Arion Maddicks	RR1	1.00
Ironclad Gird 4/4	SC	C	*	Arion Maddicks	R1	6.00
Kobold Warlord Power and toughness equal number of non-land creatures in play on your side, including World.	SC	U	***	Key Bankhead	RR2	5.00
Lightning Bolt Do 2 damage to one target.	ING	C	****	Christopher Koch	R	1.00
Wise Plans Each land produces an extra mana of its named type whenever it is tapped for mana.	FI	R	***	Christopher Koch	R2	9.00
Wreckless Do 1 damage to creature whenever he or she draws more than any land.	FI	R	**	Christopher Koch	R3	7.00
Wrest's Golden Riders 1/1.	SC	C	*	Jeff A. Merges	R	1.00

Dark Artillery T. Does 2 damage to any target and 3 damage to you.	SC	U	***	Arion Maddicks	RR1	4.00
Dark Alliance 1/1. 1/3.	EN	U	***	Don Frazier	R1	5.00
Power Surge Before any planes, planes most cost untapped lands. During whose phase, planes take 1 damage for each untapped land.	EN	R	****	Douglas Shafer	RR	4.00
Trapping River When attacking, divide opponent's ground creatures on either side of <i>Trapping River</i> . Attacker can then choose an which side of <i>River</i> to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of <i>River</i> .	FI	R	***	Sandra Fessenden	RR	7.00
Red Elemental Blast Creature's blue will being cast or destroy a blue card in play. <i>Alchemist</i> : Alpha version lists casting cost as instant.	FI	C	****	Richard Thomas	R	1.00
Box of the Ranges Rings 2/3.	SC	R	****	Arif Ross	RR3	8.00
Rock Hydra For R +1/+1 head counter on <i>Hydra</i> . Each point of damage to <i>Hydra</i> destroys one counter unless controller spends R to heal. Gains spines, new heads may be given for RRR space. 0/0.	SC	R	****	Jeff A. Merges	RR2	13.00
Sedge Troll S. Regenerates. When controller has mana in play, Sedge Troll gains +1/+1. 2/2.	SC	R	***	Die Trazo	R2	8.00
Shatters Destroy target artifact.	ING	C	****	Andy Vance	R1	1.00
Shivan Dragon Flying R +1/0. 5/5.	SC	R	****	Michael Benson	RR1	30.00
Snake Each player may only wrap one creature during wrap phase.	SC	R	***	Jesper Myhr	RR	7.00
Stone Steed T. Give one of your creatures with power less than <i>Stone Steed</i> flying and end of turn. Target creature, which can increase its power after it gets flying ability, is killed at end of turn. 3/4.	SC	U	***	Danesh Willich	RR2	2.00
Stare Down Destroy any one land.	SOR	C	***	Don Frazier	R2	1.00
Trawl Destroy all planes in play.	SOR	U	***	Don Frazier	R	1.00
Two are well T. Destroy all creatures in play.	SC	R	****	Arion Maddicks	RR	80.00
Unflinching R. Regenerates. 2/2.	SC	U	***	Douglas Shafer	R2	4.00
Wall of Fire R +1/+0. 3/5.	SC	U	***	Richard Thomas	RR1	2.00
Wall of Stone 3/5.	SC	U	***	Don Frazier	RR1	2.00
When a Feature All players must discard their hands and draw seven new cards.	SOR	R	****	David Galen	R2	9.00

Wizards						
Ancient Wall Target will may not attack.	FC	R	**	Don Frazier	W	4.00
Armageddon Destroy all lands in play.	SOR	R	****	Jesper Myhr	W1	9.00
Bolton All players must discard enough lands, cards in hand, and creatures so that everyone has the same number of the player with the lowest number of lands, cards in hand, and creatures, respectively.	SOR	C	***	Douglas Shafer	W	1.00
Black Wolf Target creature gains artifact-look block.	FC	U	****	Don Frazier	W	1.00
Blaze of Glory Target creature must block all creatures that is a legally eligible to block. <i>Blade's</i> controller chooses how to distribute damage. Play before defense is chosen.	ING	R	***	Richard Thomas	W	43.00
Bleeding W. +1/+1.	FC	R	***	Jeff A. Merges	WV	9.00
Blue Wood Target creature gains protection from blue.	FC	U	***	Don Frazier	W	1.00
Goat Your untapped creatures gain +3/+2. Attacking creatures don't get the bonus.	EN	U	***	Danesh Willich	W3	4.00
Gird of Protection: Blue Prevent all damage to you from one blue source.	FI	C	****	Danesh Willich	W1	1.00
Gird of Protection: Green Prevent all damage to you from one green source.	FI	C	***	Sandra Fessenden	W1	1.00
Gird of Protection: Red Prevent all damage to you from one red source.	FI	C	***	Mark Paizo	W1	1.00
Gird of Protection: White Prevent all damage to you from one white source.	FI	C	***	Douglas Shafer	W1	1.00
Graveyard Lard Target land is immune from all effects that would destroy it.	FI	U	****	Jeff A. Merges	W	19.00
Guerrillas All creatures are considered low planes. Pay WNV during wrap or discard Conviction.	FI	U	****	Jesper Myhr	WV2	4.00
Gravelly All white creatures gain +1/+1.	FI	R	****	Mark Paizo	WV	10.00
Dark Road Opponent's target creature.	ING	C	***	Mark Paizo	W	1.00

W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards
W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards	W	Wizards

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Brooch Destroy target enchantment or artifact	BS	C	*****	Jessy Milner	NT	1.00
Enchanted Target creature's controller gains 1 life for each time it is blocked by a creature controlled by its controller	IL	E	*	Mark Poole	NWR	6.00
Green Ward Target creature gains protection from green	IL	C	****	Brian Fozzard	N	1.00
Guard from Angel Angel's damage dealt to a target. Put just this card next to it	BS	C	***	Jason Matlock	NX	1.00
Healing Salve Get 3 life, or negate up to 3 damage dealt to a target	BS	C	***	Don Frazier	W	1.00
Holy Armor Target creature gets +0/-2. W. +0/+1.	IL	C	***	Melissa Busca	W	1.00
Holy Strength Target creature gets +1/+2.	IL	C	***	Jason Matlock	W	1.00
Island Sanctuary If you don't draw a card, only flying or eldritch creatures may attack you until your next turn	IL	R	****	Mark Poole	NT	7.00
Island It costs 1 point of damage to a player for each swamp he or she has in play during his or her upkeep	IL	R	****	Richard Thomas	NW2	2.00
Islands Target creature gains +1/+2.	IL	R	**	Rob Alexander	N	2.00
Mass Progress Flying lands T/1	SC	C	****	Melissa Busca	W1	1.00
Mountain Peaks W1. 2. Destroy a block and to play 3/3	SC	R	****	Douglas Shuler	NW2	14.00



This one's a nut: The Juggernaut is a huge critter that can blast away for five points, and it can't be blocked by walls. Invisibility makes your creature, well, invisible, meaning he can only be blocked by walls. Get it? It's an unblockable Juggernaut, by jove! Somebody call GTH!

Paralysed If blocked, subject you or all damage suffered by Paralysed creature to control instead. If Paralysed creature is sent to graveyard, its owner loses half of his or her remaining life based on the cost	SC	C	**	Cornelia Cook	W2	1.00
Paralysed If blocked, subject you or all damage suffered by Paralysed creature to control instead. If Paralysed creature is sent to graveyard, its owner loses half of his or her remaining life based on the cost	SC	R	****	Key Breakersmith	NWWS	11.00
Paralyze Change the color of one card being played in a play to white	IL	E	****	Scott Evansington	W	5.00
Red Ward Target creature gains protection from red	IL	C	****	Don Frazier	W	1.00
Resurrection Take a creature from your graveyard and put it directly into play on its next upstroke	SR	R	****	Demone Wilkins	NW2	2.00
Rings to Damage All damage you have taken from any one source is added to, not subtracted from, your life total	BS	E	****	Demone Wilkins	NW1	9.00
Rings of Power Target defending creature gets -1/+2 and end of turn	BS	C	****	Douglas Shuler	W	5.00
Scenic Beauty T. Prevent 1 damage to any target T/1	SC	C	****	Tom Wenzelstead	W1	1.00
Severance Destroy 1 creature to any target T/1	SC	R	***	Daniel Galen	W	8.00
Serve Every card not yet in attack 4/4	SC	U	****	Douglas Shuler	NW3	10.00
Shards to Flourishes Always target creature from game. Creature's controller gains life equal to its power	BS	U	****	Jeff H. Menges	W	3.00
Victorious Bodyguard Damage dealt to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5	SC	U	****	Douglas Shuler	NW3	11.00
Wall of Swords Flying 3/5	SC	U	****	Mark Tobin	W3	4.00
White Knight Protection from black, first strike, 2/2	SC	U	****	Daniel Galen	NW1	4.00
White War Target creature gets protection from white	IL	U	***	Don Frazier	W	1.00
Witch of Laod Buy all creatures in play	HS	R	****	Quanton Hucker	NW2	10.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Walls Target creature gets protection from the specified color	IL	R	****	Rob Alexander	NT	12.00
Way of the Warden T. Add either G or B to your mana pool. Text on both a Mountain and a Swamp	IL	R	****	Jason Matlock	NT	12.00
Way of the Wanderer T. Add either G or B to your mana pool. Text on both a Swamp and a Forest	IL	R	****	Christopher Rush	NT	0.50
Way of the Wielder T. Add G to your mana pool. Two Alpha versions, three versions in other sets	IL	R	****	Mark Poole	NT	0.70
Way of the Wizard T. Add U to your mana pool. Two versions	IL	R	****	Mark Poole	NT	0.50
Way of the Witch T. Add U to your mana pool. Two Alpha versions, three versions in other sets	IL	R	****	Mark Poole	NT	0.50
Way of the Wither T. Add R to your mana pool. Two Alpha versions, three versions in other sets	IL	R	****	Mark Poole	NT	0.50
Way of the Wither T. Add either W or B to your mana pool. Text on both a Mountain and a Plains	IL	R	****	Rob Alexander	NT	12.00
Way of the Wither T. Add either W or R to your mana pool. Text on both a Forest and a Mountain	IL	R	****	Rob Alexander	NT	12.00
Way of the Wither T. Add either W or U to your mana pool. Text on both a Forest and an Island	IL	R	****	Rob Alexander	NT	12.00
Way of the Wither T. Add either W or Y to your mana pool. Text on both an Island and a Plains	IL	R	****	Rob Alexander	NT	12.00
Way of the Wither T. Add either U or U to your mana pool. Text on both a Swamp and an Island	IL	R	****	Rob Alexander	NT	12.00

BETA

Rescue Pod	50.00
Scuba Dive	\$2,200.00
Full Beta Set (100)	\$2,000.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Arch of Abaddon Arch of Abaddon	AR	R	**	Jessy Milner	2	AP10 5.00
Beast of the East Beast of the East	AR	R	****	Jason Matlock	3	AP10 7.50
Black Lotus Black Lotus	AR	R	*****	Christopher Rush	0	AP10 250.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Richard Thomas	1	AP10 3.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jessy Milner	3	AP10 1.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	2	AP10 30.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	4	AP10 6.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jessy Milner	4	AP10 1.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jessy Milner	2	AP10 9.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jessy Milner	1	AP10 1.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jason Matlock	4	AP10 20.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	4	AP10 6.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	3	AP10 5.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	3	AP10 12.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Christopher Rush	1	AP10 1.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Douglas Shuler	1	AP10 7.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	1	AP10 3.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Scott Evansington	5	AP10 7.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Poole	2	AP10 9.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Douglas Shuler	4	AP10 85.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jessy Milner	2	AP10 67.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	1	AP10 1.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jason Matlock	1	AP10 1.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jason Matlock	4	AP10 3.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	4	AP10 14.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	4	AP10 5.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	4	AP10 3.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Christopher Rush	4	AP10 4.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	1	AP10 1.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Jason Matlock	4	AP10 7.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	1	AP10 5.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Quanton Hucker	0	AP10 6.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 130.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 100.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 130.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 130.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 130.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 130.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	0	AP10 130.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	4	AP10 75.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	4	AP10 6.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Jason Matlock	6	AP10 1.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Christopher Rush	4	AP10 1.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	1	AP10 3.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Brian Wilkins	1	AP10 1.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Don Frazier	3	AP10 5.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Jason Matlock	1	AP10 1.50
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	2	AP10 55.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	2	AP10 6.00
Chalice of the Gods Chalice of the Gods	AR	R	****	Mark Tobin	1	AP10 1.50

Name/Description	Rarity	Party	Being	Artist	Cost	Drop	Price	Name/Description	Rarity	Party	Being	Artist	Cost	Drop	Price
Armenia Demotion	SW	U	***	See Bractonick	87	ALPH	10.00	Cavean	ES	U	****	Jesse Mylras	WN7	ALPH	3.50
Armenia Whispers	SC	U	*****	Daoglas Shale	87	ALPH	1.00	Conado	TR	R	****	Atak Pooe	WN	ALPH	8.00
Earth Elementals	SC	U	***	Don Franco	90	ALPH	2.50	Death Ward	NIS	C	****	Atak Pooe	W	ALPH	1.00
Corridors	EC	U	***	Quinn Thomas	8	ALPH	1.00	Bractonick	NIS	C	*****	Any Writer	W1	ALPH	1.00
Conquers	SUR	C	****	Don Franco	80	ALPH	4.00	Swordward	ES	R	****	Don Franco	WNW	ALPH	5.00
Folk Orders	NIS	C	****	Armenia Bractonick	8	ALPH	4.00	Great Ward	EC	U	***	Any Writer	W	ALPH	1.00
Five Elemental	SE	U	****	Meliss Shale	88	ALPH	2.50	Ground Angel	NIS	C	****	Armenia Bractonick	WE	ALPH	1.00
Fireball	SUR	C	****	Mark Teles	88	ALPH	1.00	Widling Salm	NIS	C	***	Don Franco	W	ALPH	1.00
Flaskrocking	EC	C	****	Don Franco	87	ALPH	1.00	Holy Ancestry	EC	C	***	Armenia Bractonick	W	ALPH	1.00
Flaskites	SUR	U	****	Domon Willis	83	ALPH	1.50	Holy Ancestry	EC	C	***	Armenia Bractonick	W	ALPH	1.00
Folk	NO	R	***	Any Writer	88	ALPH	20.00	Island Sanctuary	EN	U	***	Atak Pooe	W1	ALPH	4.00
Golden Italian Regain	SC	U	***	Arti Galin	8	ALPH	1.50	Korax	EN	U	****	Rihard Thomas	WN2	ALPH	1.50
Golden Gog	SC	R	***	Jesse Mylras	88	ALPH	11.00	Lonca	EC	U	***	Arti Alexander	W	ALPH	1.50
Granny Geogole	SC	R	***	Christoph Bosh	87	ALPH	4.50	Alcan Progress	SUR	C	***	Phelan Bractonick	W1	ALPH	1.00
Gray Sage	SC	C	***	Tom Franco	82	ALPH	1.00	Northra Paladin	SC	R	****	Daoglas Shale	WN2	ALPH	10.50
HL Beam	SC	C	***	Don Franco	83	ALPH	1.00	Patched Unleash	SC	C	***	Armenia Bractonick	W1	ALPH	1.00
Harpoon Molestar	SC	U	****	Armenia Bractonick	88	ALPH	1.00	Parasol Invulnerance	SC	R	***	Key Bractonick	WN9	ALPH	5.00
Ironclad Orb	SC	C	***	Armenia Bractonick	87	ALPH	4.50	Paradox	NIS	U	****	Ulan Franco	W	ALPH	1.00
Kobold Warlord	SE	U	***	See Bractonick	88	ALPH	1.50	Red Wood	EC	U	****	Don Franco	WN2	ALPH	1.00
Lightning Bolt	NIS	C	****	Christoph Bosh	87	ALPH	1.00	Resurrection	SUR	U	****	Daoglas Shale	WN1	ALPH	2.50
More Fleas	EN	R	****	Christoph Bosh	87	ALPH	1.00	Response Imageage	NIS	R	****	Daoglas Shale	W	ALPH	2.50
								Righthooseness	NIS	R	****	Tom Wälvärdstn	W1	ALPH	1.00
								Sankin Heale	SC	C	***	Daniel Galin	W	ALPH	6.50
								Savannah Trees	SC	R	***	Daoglas Shale	WN3	ALPH	8.00
								Swamp	EN	C	***	Arti A. Manges	W	ALPH	3.50
								Swamp to Plovers	NIS	U	****	Daoglas Shale	WN3	ALPH	5.00
								Vekelan Bodyguard	SC	R	****	Mark Teles	W1	ALPH	3.50
								Wall of Swords	SC	U	****	Daniel Galin	W	ALPH	3.50
								White Knight	SE	U	****	Don Franco	W	ALPH	1.00
								White Wand	EC	U	***	Don Franco	W	ALPH	1.00
								Witch of Gaid	NIS	R	****	Daniel Galin	WN2	ALPH	7.50



Did someone just make an Earthquake or Hurricane big enough to take down your creatures? Hey, no problem. Just 'Blood of the Martyr' all the damage to yourself, then come out of the whole mess scots-free by activating your COP. White.

Moonbeats	EN	R	**	Christoph Bosh	83	ALPH	5.00
Moons' Gdith Bakers	SC	C	**	Arti A. Manges	R	ALPH	1.00
Book of Artillery	SC	U	****	Armenia Bractonick	88	ALPH	1.50
Book of Elements	EN	U	**	Tom Franco	83	ALPH	3.50
Power Sarge	EN	R	*****	Daoglas Shale	88	ALPH	5.00
Raging River	EN	R	****	Sandra Troninger	88	ALPH	52.50
Red Elemental Blast	BL	C	*****	Rihard Thomas	R	ALPH	1.00
Box of Runy Ridges	SC	R	***	Arti A. Manges	83	ALPH	5.50
Book Holder	SC	R	***	Arti A. Manges	88	ALPH	10.00
Sudge Wall	SC	R	***	Tom Franco	82	ALPH	4.00
Shelter	NIS	C	****	Any Writer	81	ALPH	1.00
Shouty Bogies	SC	R	****	Armenia Bractonick	88	ALPH	1.50
Smoke	EN	R	**	Jesse Mylras	88	ALPH	2.50
Stone Giant	SC	U	****	George Willis	88	ALPH	5.00
Stone Rain	SUR	C	****	General Seldon	82	ALPH	1.00
Tanard	SC	R	**	Don Franco	R	ALPH	1.00
Two Handed Storm of Seas	SC	R	****	Armenia Bractonick	84	ALPH	40.00
Widder Wall	SC	U	**	Daoglas Shale	82	ALPH	3.50
Wall of Fire	SC	U	****	Rihard Thomas	88	ALPH	1.50
Wall of Stone	SC	U	****	Don Franco	88	ALPH	1.50
Wood of Fortune	SC	R	****	Daniel Galin	82	ALPH	8.00

American Wolf	SC	R	***	Don Franco	W	ALPH	4.00
Armed Iron	SUR	R	****	Jesse Mylras	W1	ALPH	7.00
Banish	SUR	R	****	Atak Pooe	W1	ALPH	7.00
Boneless Nasa	SC	C	****	Daoglas Shale	W	ALPH	2.00
Black Wind	SC	U	****	Don Franco	W	ALPH	1.00
Blues of Glory	NIS	R	****	Rihard Thomas	W	ALPH	45.00
Blowup	EC	R	****	Arti A. Manges	WN	ALPH	2.50
Blue Wind	SC	U	****	Don Franco	W	ALPH	1.00
Cardo	EN	U	****	Daoglas Shale	W3	ALPH	3.50
Circle of Protection Black	VA	C	****	Jesse Mylras	W1	SETA	1.00
Circle of Protection Blue	VA	C	****	Daoglas Shale	W1	ALPH	1.00
Circle of Protection Green	VA	C	****	Daoglas Shale	W1	ALPH	1.00
Circle of Protection Red	EN	C	****	Mark Teles	W1	ALPH	1.00
Circle of Protection White	EN	C	****	Daoglas Shale	W1	ALPH	1.00
Concealed Lead	EL	U	****	Arti A. Manges	W	ALPH	14.00

Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr (continued)	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds (continued)	SC	U	****	Any Writer	88	ALPH	2.50

NAME	Rarity	Party	Being	Artist	Cost	Drop	Price
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Martyr	SC	U	****	Any Writer	88	ALPH	2.50
Book of the Mountain Winds	SC	U	****	Any Writer	88	ALPH	2.50

UNLIMITED EDITION
 Booster Pack \$49.00
 Boosto Box \$1,500.00
 Full Set (100) \$1,500.00

Name/Description	Rarity	Party	Being	Artist	Cost	Drop	Price
Book of the Martyr	SC	U	****	Any Writer	2	ALPH	4.00
Book of the Mountain Winds	SC	U	****	Jesse Mylras	3	ALPH	25.00
Black Wind	SC	U	****	Christoph Bosh	8	ALPH	175.00
Black Wind (continued)	SC	U	****	Rihard Thomas	1	ALPH	2.50
Calendary Prison	SC	U	****	Any Writer	3	ALPH	1.50
Chaos Orb	SC	R	****	Mark Teles	2	ALPH	55.00
Chaos Orb (continued)	SC	R	****	Don Franco	5	ALPH	4.50
Concrete	SC	U	****	Any Writer	4	ALPH	1.50
Copper Toilet	SC	U	****	Any Writer	2	ALPH	5.50
Crystal Ball	SC	U	****	Any Writer	1	ALPH	1.50
Cyclops Totem	SC	R	****	Armenia Bractonick	4	ALPH	45.00
Fire Egg	SC	R	****	Don Franco	4	ALPH	5.00
Flourishing Scopes	SC	R	****	Don Franco	3	ALPH	5.00
For Ethel	SC	R	****	Don Franco	3	ALPH	20.00
Gravel of Night	SC	R	****	Christoph Bosh	4	ALPH	75.00
Glasses of Dawn	SC	R	****	Daoglas Shale	1	ALPH	1.50
Helm of Golem	SC	R	****	Mark Teles	1	ALPH	3.50
Ring, The	SC	R	****	Sandra Troninger	5	ALPH	6.00
Rowing Nee	SC	R	****	Mark Pooe	2	ALPH	7.50
Scary Rumpulator	SC	R	****	Daoglas Shale	4	ALPH	50.00
Succumbent Mock	SC	R	****	Any Writer	2	ALPH	37.50
Iron Star	SC	R	****	Don Franco	1	ALPH	1.50
Iron Star (continued)	SC	R	****	Armenia Bractonick	1	ALPH	1.50
Jolly Statue	SC	R	****	Don Franco	4	ALPH	9.00
Juggernaut	SC	R	****	Mark Teles	4	ALPH	4.50
Juggernaut (continued)	SC	R	****	Don Franco	4	ALPH	2.50
Knight Bell	SC	R	****	Christoph Bosh	4	ALPH	4.00
Library of Leng	SC	R	****	Daniel Galin	1	ALPH	1.50

Indicates Price Increase Indicates Price Decrease

Name/Description	Raid	Rarity	Rating	Artor	Cost	Origin	Price	Name/Description	Raid	Rarity	Rating	Artor	Cost	Origin	Price
Living Wall	AE	R	***	Arson Asakobdo	4	AFPA	1.50	Magnal Bark	BT	R	*****	Julin Bonk	U	AFPA	6.50
New Vinyl	MT	R	*****	Arak Tulin	1	AFPA	4.50	Melodic Opium	SC	R	*****	Don Frazee	UB	AFPA	9.00
Blackbone	MT	R	*****	Arson Rows	9	AFPA	50.00	More Shy	HS	R	*****	Bernard Wilsh	02	AFPA	5.00
* Hair Towel	MT	R	*****	Ben Frazee	0	AFPA	90.00	Milky of the Bad Beast	SC	C	**	Jeff A. Morgan	3	AFPA	1.50
* Max Jet	MT	R	*****	Ben Frazee	0	AFPA	90.00	Phantom Waves	SC	R	*****	Mack Pade	09	AFPA	1.50
* Max Purl	MT	R	*****	Ben Frazee	0	AFPA	90.00	Phantom Waves	SC	R	*****	Bernard Wilsh	03	AFPA	1.50
* Max Ruby	MT	R	*****	Ben Frazee	0	AFPA	90.00	Phantom Waves	SC	R	*****	Isopo Whynon	33	AFPA	2.00
* Max Saphire	MT	R	*****	Ben Frazee	0	AFPA	90.00	Picnic Strip	SC	R	*****	Tony Whynon	04	AFPA	5.00
Nutcracker's Ark	MT	R	*****	Mark Taylor	4	AFPA	5.00	Power Leak	ET	C	**	Tom Tucker	01	AFPA	1.50
Odorous Golem	AC	U	***	Arak Tulin	4	AFPA	1.50	Power Sink	SC	R	*****	Richard Thomas	0X	AFPA	1.50
Old of Rain	MT	U	***	Christopher Bink	4	AFPA	1.50	Prigdal Sensor	SC	C	*****	Bogdas Shale	02	AFPA	1.50
* Sol Ring	MT	U	***	Mark Taylor	1	AFPA	2.50	Power Theft	BS	U	*****	Bogdas Shale	07	AFPA	11.00
Solar Hat	MT	U	***	Bernard Wilsh	1	AFPA	1.50	Psychic Vision	EL	C	**	Ben Sashly	21	AFPA	1.50
Songless of Brax	MT	R	***	Ben Frazee	3	AFPA	4.50	Sea Seaport	SC	C	**	Jeff A. Morgan	25	AFPA	1.50
Stone of Brax	MT	R	**	Arson Asakobdo	1	AFPA	1.50	Seren's Lull	BS	U	**	Arson Asakobdo	3	AFPA	1.50
* Time Run	MT	R	*****	Mark Tulin	2	AFPA	27.50	Siege of Mind	BT	R	*****	Mack Pade	01	AFPA	6.00
Water Bell	MT	R	*****	Mark Tulin	2	AFPA	1.50	Spell Block	HS	C	*****	Reus Smoky	0K	AFPA	1.50
Weather System	MT	R	**	Mark Taylor	1	AFPA	1.50	Stems	EN	C	**	Jeff A. Morgan	07	AFPA	4.50

BLACK

Alchemist Clock	EL	U	****	Arson Asakobdo	01	AFPA	1.50
Black Moon	EN	R	**	Joson Mylres	61	AFPA	7.50
Black Knight	SC	R	****	Jeff A. Morgan	88	AFPA	3.00
Boy With	SC	R	**	Jeff A. Morgan	82	AFPA	2.00
* Contract from Below	SOR	R	**	Bogdas Shale	6	AFPA	3.00
Coast Land	EL	C	**	Joson Mylres	002	AFPA	1.50
Don & David	BT	C	*****	Arson Asakobdo	3	AFPA	1.50
* Gargyle	SOR	R	*****	Arson Asakobdo	009	AFPA	2.50
Gargyle	EN	U	***	Arson Asakobdo	93	AFPA	1.50
Gargyle	BT	R	**	Arson Asakobdo	8	AFPA	3.00
* Domestic Journey	SOR	R	**	Arson Asakobdo	8	AFPA	3.00
Domestic Journey	SC	R	**	Arson Asakobdo	003	AFPA	6.00
* Domestic Taker	SOR	U	****	Bogdas Shale	01	AFPA	3.00
Deer Life	SOR	C	****	Bogdas Shale	011	AFPA	1.50
Deerage Skinklers	SC	C	****	Arson Asakobdo	01	AFPA	1.50
Elf Presence	EL	U	****	Arson Asakobdo	01	AFPA	1.50
Fox	EC	C	****	Mack Pade	05	AFPA	1.50
Grass Snake	SC	C	****	Bogdas Shale	02	AFPA	1.50
Gloom	EN	U	****	Ben Frazee	07	AFPA	1.50
Howl from Beyond	BS	C	****	Mack Pade	0X	AFPA	1.50
Hypnotic Specier	SC	U	****	Bogdas Shale	01	AFPA	2.90
Lich	EN	R	**	David Galen	050	AFPA	47.50
Lord of the Pit	SC	R	***	Mack Tulin	018	AFPA	19.00
* Mind Trap	SOR	R	***	John Rook	65	AFPA	3.00
Nature's Justice	SC	R	****	Christopher Bink	05	AFPA	5.00
Horrible Imp	SC	U	****	Arson Asakobdo	07	AFPA	3.00
Hypnotic	SC	U	****	Melissa Benson	05	AFPA	12.00
Polynomial	EL	C	****	Arson Asakobdo	8	AFPA	1.50
Polynomial	EN	C	****	Joson Mylres	8	AFPA	1.50
Playful Rats	SC	C	**	Arson Asakobdo	02	AFPA	1.50
Rare Deal	SOR	C	***	Jeff A. Morgan	8	AFPA	1.50
Royal Assassin	SC	R	****	Fern Wizzardlind	001	AFPA	14.50
Scarfies	BE	U	**	Don Francis	8	AFPA	1.50
Scarier Zombies	SC	C	**	Joson Mylres	02	AFPA	1.50
Sovereign Ethol	SOR	U	***	Jeff A. Morgan	03	AFPA	2.90
Songs Vesper	SC	U	****	Arson Asakobdo	063	AFPA	5.90
Statues	BS	U	****	Mack Pade	01	AFPA	1.50
Sunbirds	SC	C	****	Scottie Everingham	08	AFPA	7.90
Tarax	BS	C	****	Ben Frazee	01	AFPA	1.50
Urbity Strength	EC	C	****	Bogdas Shale	01	AFPA	1.50
Wall of Bone	SC	U	**	Arson Asakobdo	02	AFPA	1.50
Weird Artifact	EA	R	***	Amy Weber	05	AFPA	2.50
Whiskers	EC	C	****	Bogdas Shale	01	AFPA	1.50
Will of The Wind	SC	R	****	Joson Mylres	8	AFPA	8.00
Wind of Onnased	BS	R	*	Joson Mylres	05	AFPA	42.50
Zombie Master	SC	R	**	Jeff A. Morgan	051	AFPA	6.00

BLUE

Alchemist	SC	U	****	Arson Asakobdo	U03	AFPA	2.00
* Anomalous Beak	BS	R	****	Mack Pade	01	AFPA	64.00
Anomalous Artifact	EA	U	****	Bogdas Shale	01	AFPA	1.50
* Anomalous Bird	BT	C	****	Richard Thomas	U	AFPA	1.50
* Brainsinger	SOR	R	****	Arak Tulin	U05	AFPA	5.50
Clare	SC	U	****	Taru Smith	U	AFPA	3.00
Coastal Knight	EC	U	****	Damon Wilsh	U02	AFPA	1.00
Coastal Knight	EN	R	****	Amy Weber	U	AFPA	4.50
Coastal Knight	BT	U	****	Mark Pade	U	AFPA	2.00
Coastal Knight	EC	C	**	Arson Asakobdo	U	AFPA	1.50
Coastal Knight	SOR	R	****	Bogdas Shale	U	AFPA	6.00
Coffin	BE	U	**	Gamin Hoover	U2	AFPA	1.50
Coffin	EC	C	****	Arson Asakobdo	U	AFPA	1.50
Coffin	EC	C	****	Arson Asakobdo	U	AFPA	6.00
Jump	BS	C	**	Mack Pade	U	AFPA	1.50
Infelix	EN	U	****	Arson Asakobdo	U	AFPA	1.50
Leaf of Adams	SC	R	**	Melissa Benson	U8	AFPA	7.50

*AF	Arson Asakobdo	BT	Blue Bird	EC	Coastal Knight	EL	Coastal Knight	EN	Coastal Knight	EN	Coastal Knight	BS	Coastal Knight	BT	Coastal Knight	SC	Coastal Knight	SOR	Coastal Knight
AC	Anomalous Coastal	EA	Artifact	EE	Artifact	EE	Artifact	EN	Artifact	EN	Artifact	BS	Artifact	BT	Artifact	LA	Artifact	SOR	Artifact

Magnal Bark	BT	R	*****	Julin Bonk	U	AFPA	6.50
Melodic Opium	SC	R	*****	Don Frazee	UB	AFPA	9.00
More Shy	HS	R	*****	Bernard Wilsh	02	AFPA	5.00
Milky of the Bad Beast	SC	C	**	Jeff A. Morgan	3	AFPA	1.50
Phantom Waves	SC	R	*****	Mack Pade	09	AFPA	1.50
Phantom Waves	SC	R	*****	Bernard Wilsh	03	AFPA	1.50
Phantom Waves	SC	R	*****	Isopo Whynon	33	AFPA	2.00
Picnic Strip	SC	R	*****	Tony Whynon	04	AFPA	5.00
Power Leak	ET	C	**	Tom Tucker	01	AFPA	1.50
Power Sink	SC	R	*****	Richard Thomas	0X	AFPA	1.50
Prigdal Sensor	SC	C	*****	Bogdas Shale	02	AFPA	1.50
Power Theft	BS	U	*****	Bogdas Shale	07	AFPA	11.00
Psychic Vision	EL	C	**	Ben Sashly	21	AFPA	1.50
Sea Seaport	SC	C	**	Jeff A. Morgan	25	AFPA	1.50
Seren's Lull	BS	U	**	Arson Asakobdo	3	AFPA	1.50
Siege of Mind	BT	R	*****	Mack Pade	01	AFPA	6.00
Spell Block	HS	C	*****	Reus Smoky	0K	AFPA	1.50
Stems	EN	C	**	Jeff A. Morgan	07	AFPA	4.50
Steel Artifact	EN	U	**	Joson Mylres	02	AFPA	2.00
Thoughtful	BT	R	*****	Mack Pade	0	AFPA	3.00
* Time Walk	SOR	R	*****	Jeff A. Morgan	01	AFPA	93.00
* Time Walker	SOR	R	*****	Mark Tulin	02	AFPA	45.00
Time Walker	BS	C	****	Bob Alexander	0	AFPA	6.00
Unacorn	BS	C	****	Douglas Shale	0	AFPA	1.50
Unacorn Doppelganger	SC	R	****	Arson Asakobdo	005	AFPA	12.50
Unacorn Doppelganger	SOR	R	****	Douglas Shale	008	AFPA	4.50
Wall of Air	SC	U	**	Richard Thomas	01X	AFPA	1.50
Wall of Air	SC	U	**	Richard Thomas	01X	AFPA	1.50
Water Element	SC	U	**	Jeff A. Morgan	03	AFPA	1.50

GREEN

Aspect of Wind	EL	C	****	Jeff A. Morgan	01	AFPA	6.00
* Bark	BS	U	****	Don Frazee	5	AFPA	22.00
* Bark of Paradise	SC	R	****	Mack Pade	6	AFPA	6.00
Castellage	BS	U	****	Joson Mylres	6	AFPA	6.00
* Diagonal	SOR	U	**	Richard Thomas	06	AFPA	3.50
Cookstove	SC	R	****	Don Frazee	03	AFPA	7.50
Crow Worm	SC	C	**	David Galen	054	AFPA	1.50
Elvish Archer	SC	R	**	Arson Asakobdo	61	AFPA	5.00
Farmland	EN	R	**	Mack Pade	6	AFPA	2.50
Fog	BS	C	**	Joson Mylres	6	AFPA	1.50
Forest of Nature	SC	R	****	Bogdas Shale	0602	AFPA	11.00
Forgiveness	SC	R	****	David Galen	63	AFPA	6.00
Gem's Sleep	SC	R	**	Damon Wilsh	0603	AFPA	9.00
Gem's Sleep	BS	C	****	Scottie Everingham	6	AFPA	1.50
Giant Spider	SC	C	****	Scottie Everingham	63	AFPA	1.50
Giant Spider	SC	C	**	Jeff A. Morgan	61	AFPA	1.50
Heavenly	SOR	U	****	Damon Wilsh	6X	AFPA	1.50
Ice Storm	SOR	U	****	Don Frazee	62	AFPA	12.00



Whoa-hoo! No time here, but with three cards released, there's finally enough wolf stuff to build an all-wolf deck! (not really)

Ironclad Energy	EC	U	****	Damon Wilsh	6	AFPA	1.50
Ironclad Energy	SC	C	****	Joson Mylres	64	AFPA	1.50
Kacra	EL	R	**	Mack Pade	08	AFPA	3.50
Lay Shield	SC	U	****	Scottie Everingham	63	AFPA	1.50
Lifeless	EN	U	**	Damon Wilsh	66	AFPA	1.50
Lifeless	EN	R	**	Amy Weber	6	AFPA	3.00
Living Artifact	EA	R	****	Arson Asakobdo	6	AFPA	3.50
Living Levels	EN	R	**	Joson Mylres	63	AFPA	4.50
Living Levels	SC	R	****	Arson Asakobdo	6	AFPA	1.50
Love	EC	U	****	Arson Asakobdo	661	AFPA	1.50
Michael Selection	BS	R	*	Mack Pade	6	AFPA	25.00
Rockstone	BS	C	****	Quinn Hoover	61	AFPA	1.50
* Rockstone	SOR	U	****	Damon Wilsh	61	AFPA	3.00
Solar Spirit	SC	C	**	Amy Weber	6	AFPA	1.50
Stems	EN	C	**	Arson Asakobdo	6	AFPA	1.50

Name/Description	Rarity	Rarity	Effect	Cost	Mana	Price
Disrupting Scepter	Aff	R	*** Don Frisco	3	AfMa	3.50
Dragon Engine	AC	R	*** Anon Dinkolds	3	Af	1.50
Ffiary Hair	Aff	R	*** Demoon Wilks	3	Af	3.00
Flying Carpet	Aff	R	*** Rock Lake	4	Af	3.50
Gleues of Ooon	Aff	U	*** Douglas Skoler	1	AfMa	1.00
Hires of Diatank	Aff	R	*** Rock Lake	1	AfMa	2.50
Hve, The	Aff	R	*** Sander Engstrom	5	AfMa	4.50
Jumping Mine	Aff	R	*** Don Frisco	2	AfMa	50
Iron Sire	Aff	U	*** Anon Dinkolds	1	AfMa	50
* Every Joves	Aff	U	*** Anon Dinkolds	1	AfMa	50
Jack Hanakth	Aff	R	*** Anon Dinkolds	4	AfMa	2.00
Jendon's Ring	Aff	R	*** Don Frisco	6	Af	3.00
Jendon's Socklebags	Aff	R	*** Demoon Wilks	4	Af	3.50
Joyendens Tans	Aff	R	*** Rock Lake	4	AfMa	3.50
Juggernaut	AC	U	*** Don Frisco	4	AfMa	2.00
Karnus Bill	Aff	R	*** Christicles Ruth	4	AfMa	3.00
Library of Lem	Aff	U	*** David Selen	1	AfMa	1.00
Living Wall	AC	U	*** Anon Dinkolds	4	AfMa	1.00
Nous Vault	Aff	R	*** Rock Lake	1	AfMa	3.50
Paladin's Mace	Aff	R	*** Demoon Wilks	1	AfMa	50
Pill-Box	Aff	R	*** Roy Foglio	2	Af	2.50
Rithra's War Machine	AC	R	*** Amy Webber	7	Af	9.50
Revelry of a Dick	Aff	R	*** Rock Lake	4	AfMa	1.00
Obsidian Golem	AC	U	*** Jasper Marfas	4	AfMa	1.00
Oruiter	AC	R	*** Anon Dinkolds	3	Af	2.00
Overseer	AC	U	*** Amy Webber	0	Af	1.00
Patrol Day	AC	R	*** Ray Foglio	4	Af	3.00
Rock, the	Aff	U	*** Richard Thomas	7	Af	1.50
Rachel Loucher	Aff	R	*** Pete Venters	4	Af	2.50
Red of Rule	Aff	U	*** Christicles Ruth	4	AfMa	1.00
* Red Ring	Aff	U	*** Rock Lake	1	AfMa	2.00
Red Hat	Aff	U	*** Demoon Wilks	1	AfMa	1.00
Secretions of Bess	Aff	R	*** Don Frisco	3	AfMa	3.50
Throne of Bone	Aff	U	*** Anon Dinkolds	2	AfMa	50
Warus Oub	Aff	R	*** Rock Lake	2	AfMa	2.50
Waxton Sphere	Aff	U	*** Rock Lake	1	AfMa	50

BLACK

Ammeter Dial	EC	U	*** Anon Dinkolds	81	AfMa	1.00
Bell Moon	ER	R	*** Jasper Marfas	81	AfMa	5.50
Black Knight	SC	U	*** Jeff A. Manges	81	AfMa	2.00
Bag With	SC	U	*** Jeff A. Manges	83	AfMa	1.50
* Contract From Below	SER	R	*** Douglas Skoler	8	AfMa	2.00
Carroll Band	EL	U	*** Jasper Marfas	600	AfMa	50
Dark Hood	IN	C	*** Anon Dinkolds	8	AfMa	50
* Dark Lord	IN	C	*** Quater Hoover	898	AfMa	9.00
Darkly	ER	U	*** Anon Dinkolds	89	AfMa	50
Darkness	ER	R	*** Sander Engstrom	89	AfMa	2.50
* Demonic Attorney	SER	R	*** David Selen	82	AfMa	2.50
Demonic Blades	SC	R	*** Jasper Marfas	8863	AfMa	6.00
* Demonic Tower	SER	U	*** Douglas Skoler	81	AfMa	2.50
Dim Light	SER	C	*** Douglas Skoler	81X	AfMa	50
Orduge Striders	SC	C	*** Sander Engstrom	81	AfMa	50
B-Huge	SC	R	*** Demoon Wilks	891	Af	4.50
Big Bones	SC	C	*** Demoon Wilks	81	Af	50
Full Presence	EL	U	*** Sander Engstrom	8	AfMa	1.00
Fear	EC	C	*** Rock Lake	89	AfMa	50
Fusion Shields	SC	C	*** Douglas Skoler	82	AfMa	50
Gloom	ER	U	*** Don Frisco	82	AfMa	1.00
Howl from Beyond	MS	C	*** Rock Lake	8X	AfMa	50
Impassioned Specter	SC	U	*** Douglas Skoler	881	AfMa	2.50
Lord of the Pit	SC	R	*** Rock Lake	884	AfMa	8.00
* Mad Veil	SER	R	*** Julia Rosen	8X	AfMa	6.50
Neither Shadow	SC	R	*** Christicles Ruth	89	AfMa	6.00
Netting Inp	SC	U	*** Quater Hoover	82	AfMa	2.00
Nightmare	EC	R	*** Watson Basson	85	AfMa	9.50
Psychics	SC	C	*** Anon Dinkolds	8	AfMa	50
Psotekas	ER	C	*** Jasper Marfas	8	AfMa	50
Plague Rite	SC	C	*** Anon Dinkolds	82	AfMa	50
Rain Hood	SER	C	*** Jeff A. Manges	8	AfMa	50
Rayd's mantle	SC	R	*** Tom Whitehead	891	AfMa	11.00
Sootfires	ER	U	*** Don Frisco	8	AfMa	1.00
Soritic Zombes	SC	C	*** Jasper Marfas	82	AfMa	50
Strawping Island	SC	U	*** Jeff A. Manges	81	AfMa	1.00
Supper Sump	SC	U	*** Anon Dinkolds	893	AfMa	4.00
Svenowind	MS	U	*** Rock Lake	81	AfMa	1.00
Swarm on Oeras	SC	R	*** Ray Foglio	891	Af	5.50
Tea in	MS	C	*** Ben Squaker	81	AfMa	50
Unholy Strength	EC	C	*** Douglas Skoler	8	AfMa	50
Wall of Bone	SC	U	*** Anon Dinkolds	82	AfMa	1.00
Wary Artifact	EA	R	*** Amy Webber	89	AfMa	3.00
Wookoon	EC	C	*** Douglas Skoler	8	AfMa	50
Wall of the Wop	SC	R	*** Jasper Marfas	8	AfMa	6.00
Zombie Mites	SC	R	*** Jeff A. Manges	891	AfMa	4.50

Aff	Afflict	Aff	Artifact	BC	Beakout Control	BL	Beakout Lead	EW	Beakout World	BE	Beakout	SC	Beakout Control
AC	Artifact Control	EA	Beakout Artifact	EE	Beakout Enhancement	ER	Beakout	MS	Beakout	LS	Lead	SER	Serory

Name/Description	Cost	Rarity	Effect	Cost	Mana	Price
Ala Elemental	SC	E	*** Richard Thomas	0.63	AfMa	1.50
Amok's Artifact	ER	E	*** Douglas Skoler	83	AfMa	1.00
Blue Elemental	BE	C	*** Richard Thomas	0	AfMa	50
* Brangles of	SOR	R	*** Mark Teich	0.85	AfMa	4.50
Close	SC	E	*** Luke Smith	0.5	AfMa	2.50
Control Magic	EC	E	*** Demoon Wilks	0.83	AfMa	2.50
* CuryArtifact	ER	R	*** Amy Webber	01	AfMa	3.50
Control Spell	BE	E	*** Mark Teich	0.8	AfMa	2.50
Creature Card	EE	C	*** Anon Dinkolds	07	AfMa	50
Crane Power	SOR	R	*** Douglas Skoler	03	AfMa	3.50
Energy Flow	ER	U	*** Ray Foglio	82	Af	1.00
Frankish	EE	C	*** Quater Hoover	82	AfMa	50
Flight	EC	R	*** Anon Dinkolds	8	AfMa	50
Fury's Breath	MS	R	*** No No Thomas	01	AD	4.00
Island Fish Jousting	SC	R	*** Jasper Marfas	0.84	Af	6.00
Jump	MS	C	*** Mark Teich	0	AfMa	50
Lifeless	ER	E	*** Anon Dinkolds	03	AfMa	1.00
Loaf of Atlantis	SC	E	*** Melissa Seman	0	AfMa	5.00
Magic of War	BE	R	*** Julia Bond	0	AfMa	3.50
Melancholy Dawn	SC	R	*** Don Frisco	0.81	AfMa	7.00
Movie Show	MS	C	*** Anon Dinkolds	82	AfMa	4.00
Movie of the Past/Infant	SC	C	*** Jeff A. Manges	0	AfMa	50



Whenever multiple Aerocbe attacks, each gets a +1+0 for every additional attacker. So get a few out, then start Clonin', Doppelgangerr', Dance of Manyin', and go in for the stamposed "Type-ji-gamyl'!

Flourished Forces	SC	E	*** Mark Teich	03	AfMa	1.00
Flourished Taxis	EL	C	*** Demoon Wilks	03	AfMa	50
Flourish Mages	SC	R	*** Jasper Marfas	03	AfMa	1.00
Frans Ship	SC	R	*** Tom Whitehead	0F	AfMa	4.00
Power Leap	EE	C	*** Don Teich	01	AfMa	50
Power Suit	IN	C	*** Richard Thomas	0X	AfMa	50
Pradig Spell	SC	C	*** Douglas Skoler	02	AfMa	50
Psychic Person	EL	C	*** Louis Smally	07	AfMa	50
Reconstrucion	SOR	C	*** Anon Dinkolds	0	AD	50
See Sigant	SC	R	*** Jeff A. Manges	05	AfMa	50
Sermonic Element	SC	R	*** Anon Dinkolds	02	AN	4.50
Saver's Cut	BGS	R	*** Anon Dinkolds	0	AfMa	50
Shake of Mind	BE	R	*** Mark Teich	0	AfMa	50
Spit Gel	IN	C	*** Anon Smally	0X	AfMa	50
Stoss	ER	R	*** Ray Jones	07	Af	3.50
Steel Artifact	SC	U	*** Amy Webber	0.52	AfMa	1.00
Thoughtless	IN	R	*** Mark Teich	0	AfMa	2.50
Unketchy Mutation	EC	C	*** Douglas Skoler	0	AN	50
Unswamin	MS	C	*** Douglas Skoler	0	AfMa	50
Vesvian Doppelganger	SC	R	*** Demoon Wilks	0.63	AfMa	10.00
Volcanic Emphas	SOR	R	*** Douglas Skoler	0.88X	AfMa	3.50
Wall of Ice	SC	U	*** Richard Thomas	0.83	AfMa	1.00
Wall of Stone	SC	U	*** Richard Thomas	0.81	AfMa	50
Water Elemental	SC	E	*** Jeff A. Manges	0.63	AfMa	1.50

Aspect of Will	EE	E	*** Jeff A. Manges	61	AfMa	4.50
Bleth of Penalis	SC	R	*** Mark Teich	6	AfMa	3.00
* Crenel	SOR	E	*** Richard Thomas	0C	AfMa	1.00
Cadokics	SC	R	*** Don Frisco	0E3	AfMa	5.00
Crow Warm	SC	R	*** David Selen	0.84	AfMa	60
Crowle	MS	E	*** Jasper Marfas	6	AD	50
Deant's Airus	SOR	E	*** Sean Ron Camp	0E8	AN	2.00
Elk's Ardies	SC	R	*** Anon Dinkolds	61	AfMa	4.00
Enchanted	ER	E	*** Mark Teich	6	AfMa	3.00

ARABIAN NIGHTS



Baron Hook 500 CC
Baron Box \$3,000 CC
Full Set (77) \$600 CC

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Meklin's Loop	MTI	R	***	Anti Index	10	5.00
X, X's Trap of usual draw, draw 4 cards but take only one into hand. Shuffles the leftovers and put them on bottom of library.						
Meklin's Ring	MTI	R	***	Anti Index	8	7.00
R, T, To 1 damage to any target.						
Ring of Solomon	MTI	R	***	Jagan Nyctus	4	4.50
1. Fly in play. If opponent uses 2 damage to you and discard 2 cards of Solomon. Otherwise, immediately replaces itself of Solomon with a 3-eye token, which is a 3/3 flying artifact creature.						
Iron Box	MTI	R	***	Christopher Kest	1	1.50
Pay 1 damage unless to untap 1/3.						
City as a Shield	MTI	R	**	Brew Tacker	2	15.00
Remove all Arabian Nights cards from play. prevent new ones from being put into play.						
Dancing Sorcerer	MTI	R	***	Azusa Akabonno	4	5.00
Flying 1/5.						
Clasp Arrow	MTI	R	**	Brian Wilck	3	4.50
1. Untap one of your attacking creatures. Text target as if it were attached except that it doesn't disappear in black if any we block another creature.						
Flying Carpet	MTI	R	***	Nick Tades	4	4.00
1. Fly. As a creature flying ability until end of turn. If target is destroyed before end of turn, so is flying carpet.						
Jandar's Ring	MTI	R	**	Brian Franzer	6	4.00
1. 1. Discard 1 card you drew, and draw another to replace it.						
Jandar's Saddlebag	MTI	R	***	Brian Wilck	2	7.00
1, 2 into a creature.						
Invited Bed	MTI	R	**	Amy Heiler	1	8.50
1. Damage 1 card to your own, then draw a new card.						
Pyramids	MTI	R	**	Amy Heiler	6	20.00
2. Prevent 1 card from being destroyed. 2. Remove an enchantment from a card.						
King of the Hill	MTI	R	***	Brian Franzer	5	25.00
5. Sacrifice King of the Hill to select a card from within the game instead of drawing.						
Sneak of Adhalar	MTI	R	**	Brian Franzer	4	7.00
2. Gain flashback to a creature until end of turn. If target creature is destroyed before end of turn, so is Sneak of Adhalar.						

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Laughing Witches	SC	C	***	Kep Fogle	8B	3.50
1. Each player does 1 damage to any target 1/3.						
El-Hedge	SC	R	***	Brian Wilck	8B1	9.00
1. Deal 1 life to every point of damage El-Hedge inflicts 1/1.						
Eye Bombers	SC	C	**	Brian Wilck	81	1.00
1. Use 2 life as cost of turn if Eye Bombers don't attack, except in the turn when they're sacrificed 2/3.						
Goodies Beast	SC	R	****	Ken Meyer Jr	8B	51.00
If attacked, jinxes the shuffling, destruction, or saccharment of your creatures effects 2/4.						
Wooon Dragon	SC	C	**	Brian Franzer	8B	7.00
Pay 2 when Woon Dragon attacks or lose 2 life 3/2.						
Jagan Elixir	SC	R	***	Christopher Kest	8B1	16.00
Flying. Pay 10 during upkeep or Jagan Elixir is destroyed 3/2.						
Jagan Opus	SC	R	****	Nick Tades	8B2	45.00
1. Use 1 life during upkeep 5/5.						
Black Oil	SC	R	***	Douglas Slatko	82	20.50
1. Deal +1/+1 to all cards at end of turn for each creature that was destroyed that turn 1/1.						
Goldfish	SC	C	****	Douglas Slatko	8B1	5.50
Place target creature out of play.						
Servant Queen	SC	R	****	Kep Fogle	8B1	11.00
1. Allow another creature 0/2 until end of turn. Special characters and enchantments on creature are not attached 1/1.						
Shame-Throating Devils	SC	C	***	Ken Meyer Jr	8	4.50
1. Deal 1 damage to 1/1.						

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Brook	SC	C	**	Brew Tacker	8A	3.00
1. Connect attack if opponent has no shields. Destroyed if you have no shields 4/1.						
Hedgehog Oil	SC	C	***	Azusa Akabonno	81	2.50
Give target creature flashback.						
Flying Isles	SC	C	****	Christopher Kest	8	3.50
Flying 1/1.						
Great Fish	SC	C	**	Kep Fogle	8B1	2.00
+1/+2 while untapped 1/1.						
Heard Fish	SC	R	***	Jagan Nyctus	8B1	6.50
Pay 10 during upkeep to untap. Connect attack unless opponent has shields in play. Destroyed immediately if controller has no shields in play 4/3.						
Herd of Sheep	SC	R	**	Tom Whitzonard	8	9.00
1. Deal 1 life if herded Sheep attacks and is not blocked. Connect attack if opponent has no shields. Destroyed if you have no shields 0/2.						
Old Man of the Sea	SC	R	****	Soren Van Camp	8A1	30.00
1. Control creature of player less than or equal to the Old Man. May discard not to untap 8C. May Youkise control of target creature if 8M Man business attached or if its power becomes						

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Sacrifice	SC	C	**	Anti Index	10	5.00
Sacrifice Dying	SC	C	**	Anti Index	10	5.00
Flying. Destroy a card during upkeep. Take 3 damage if the creature that is on a card 5/5.						
Sacrifice Flying	SC	C	**	Anti Index	10	5.00
Flying. Destroy 1 creature to you during upkeep 3/4.						
Sandbar	SC	R	**	Jake Bush	81	16.00
1. Draw a new card. You may only keep it if it is a land 1/1.						
Unstable Magnet	SC	C	***	Douglas Slatko	8	1.00
Target creature gains +2/+2. Put 1/1 shield on card during upkeep. These shields remain until creature hits in game mid, even if creature's Mutation is resolved.						

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Cyclone	SC	R	**	Anti Index	6C2	3.50
Add 1 token per upkeep. Pay 6 for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if 6th token is put into play.						
Desert Twists	SC	R	**	Soren Van Camp	8A1	3.00
Destroy any one card in play.						
Drop of Energy	SC	R	***	Anti Index	6	22.50
Destroy nonpermanent creature during your upkeep. Drop of Energy is destroyed when there are no more creatures.						
Green Opus	SC	R	**	Brian Franzer	6B	18.80
Pay flashback to an opponent's creature until next upkeep 4/5.						
Greenlight Opus	SC	R	**	Jagan Nyctus	6	2.50
During controller's upkeep, Greenlight Opus switches to the control of the player with the most life 2/2.						
Hi-Mid Effect	SC	R	***	Jagan Nyctus	6C2	27.50
Flying. Do 1 damage to all players and flying creatures, this ability may be used by any player 3/2.						



Sorry. We can't think of a single use for this card. Nice artwork, though. Nice.

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Meteorology	SC	R	**	Christopher Kest	6	2.50
Sacrifice creature for casting cost +1 more of any color, which can only be used for sunswearing.						
Ball's Ace	SC	R	**	Christopher Kest	6	2.50
If Ball's Ace hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid 1/1.						
Sandbar	SC	R	**	Jake Bush	6	3.50
Do 1 damage to all attacking creatures.						
Stripes	SC	R	****	Brian Franzer	6B	50.00
1. Injure attacking creature's power to 0 until end of turn. 0/3.						
Wyll Whirl	SC	C	***	Soren Van Camp	61	5.00
1. Give a creature +1/+1 until end of turn. 1/1.						

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Widow	SC	R	****	Jake Bush	8B2	25.50
1. Deal 1 damage to 1/1.						
Will to Live	SC	R	***	Jake Bush	8	10.00
R. Top a card 1/1.						
Will Ever Grow	SC	R	***	Mark Pyle	8B2	50.00
You cannot be reduced below 1 life due to damage while in play 3/2.						
Wild Machine	SC	C	**	Jill A. Steeger	82	4.00
Flying 1/2.						
Desert Storm	SC	C	**	Christopher Kest	82	3.00
Deathtouch. Increase 1 damage from 2 to 3/2.						
Heri Jackal	SC	C	***	Brew Tacker	8	3.00
1. Prevent another from regenerating this turn 1/1.						
Wind Up	SC	R	**	Brian Franzer	8	2.00
1. Deal 1 damage to 1/1 while controller has flash in play 1/1.						
Hopster	SC	R	**	Soren Van Camp	8B1	5.00
1. Untap a blue creature, controller's next speed 4 during upkeep in addition to other requirements. Big. 1/1-1/2.						
Alpine Storm	SC	R	***	Soren Van Camp	8B1	6.00
If Alpine Storm attacks, fly a card. If opponent uses fly, Alpine Storm has does not attach 4/3.						
Hold Up	SC	C	****	Christopher Kest	82	7.50
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Warm Effect	SC	R	**	Brew Tacker	8B1	11.00
1. Deal 1 damage to 1/1. If opponent uses fly, opponent may decide whether to not have flash 1/1.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
CREATIVES						
Alia's <i>Ali</i>	SC	R	****	Ann Hayes	W	15.00
If Alia is in a destroyed combat, all creatures blocked in blocking Alia are destroyed and cannot regenerate Q/T.						
Army of Alia	HS	C	****	Erin Steadly	WW1	5.50
+2/+4 to all attacking creatures until end of turn.						
Card				Stevan Emswanger	W	2.50
Basic: Deal given amount to Dealer damage to all those bonded with it 2/1.						
Eye for an Eye	HS	R	****	Mark Peake	WW	8.00
Use as much damage to creature of a creature, spell or effect as cost creature, spell, or effect does to you.						
Heal	EN	R	****	Erin Steadly	WWW	3.00
+2/+1 to when creature while chosen side of opponent is in play. Repeat Mod if no cards of this color on play.						
King Solitaire	SC	R	**	Mark Peake	W1	14.50
T. Occupy on Forest or Nile 1/1.						
March Cavalry	SC	C	****	Osamu Wirth	WW2	5.50
Temple 3/3						
Pity	HS	C	**	Mark Peake	W2	2.50
+Q/-2 to all attacking creatures and end of turn.						
Repeating Blackboard	SC	R	****	Orin Tador	W1	11.00
Repeats item set 1/2						
Shells and	SR	R	**	Ron Fogle	WW	16.00
Player must discard game in progress and play a game of Magic with four current libraries. Loser of that game loses half of his points in the original game.						
Wax Elephant	SC	C	****	Ariana Balseg	W3	5.50
Sells temple 2/2						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
LANDS						
Beacon of Archon	LN	R	**	Toll A. Borgeas		13.00
T. Draw 7 cards. Draw your library, immediately discard 5 cards from your hand.						
City of Trees	LN	R	**	Mark Todor		27.50
T. Add 3 mana of any color. Take 1 damage when City of Trees is tapped.						
Desert	LN	C	**	Jason Reynolds		5.00
T. Add 1 T. On 1 damage to any attacking creature after it deals damage.						
Drowned Valley	LN	R	****	Erin Steadly		42.00
3. Sacrifice a creature to gain life equal to its toughness.						
Elephant Graveyard	LN	R	***	Rob Alexander		21.00
T. Add 1 T. Regenerate an Elephant or Mammoth.						
Island of Fish-Wh	LN	R	****	Geoffrey Shale		25.00
T. Reduce the power of card flying over it to 0 until end of turn.						
Library of Alexandria	LN	R	****	Mark Peake		30.00
T. Add 1 to your mana paid. T. Draw one card from your library if you have exactly 7 cards in hand.						
Oasis	LN	R	***	Erin Steadly		7.00
T. Regain 1 damage to any creature.						



While *Ali* is out, you can't go below one life point. With the Jade March, you can redirect all damage dealt to one of your creatures to you instead. Sooooo...you can take a 700-point Pireball aimed at poor *Ali* to yourself, and no matter how much damage you take, *Ali* keeps you at one. Swool way to give your opponent a facial tic.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Alia's <i>Alia</i>	WT	U	*	Jason Matthews	3	3.00
0. Sacrifice one of your creatures in play to add 2 to your mana pool (Play on an interest!)						
Alia's <i>Battle Gear</i>	WT	U	**	Mark Peake	2	4.00
2. Alia use of your creature -2/2 for as long as Alia's <i>Battle Gear</i> is tapped. You may choose to leave Alia's <i>Battle Gear</i> tapped.						
Alia's <i>Transportation</i>	WT	U	***	Mark Todor	1	3.50
Place target artifact creature on artifact creature with +1/+1 if it reaches its original color in with. Basic: Alia's <i>Transportation</i> after 4 has been used.						
Battering Ram	AC	C	****	Jeff A. Borgeas	2	1.50
Basic: When attacking. Battering Ram destroys any wall blocking it, but deals half that damage to you.						
Bronze Tablet	WT	R	**	Tom Whitbread	6	30.00
4. Target an opponent's card in play; remove target and Bronze Tablet from game (Play on an interest). You may now target card, and your opponent sees Bronn Tablet. Damage is permanent. Opponent may counter Bronze Tablet by sacrificing 10 M. Bronze Tablet costs play tapped.						
Coedkickers of Iowes	WT	R	****	Geoffrey Shale	1	21.00
X. Unzip 3 separate lands.						
City Statue	AC	C	****	Jason Myhras	4	1.50
T. Regenerate 3/1						
Clockwork Aesop	AC	R	***	Bobby Kaplan/Forth	5	15.00
Type: Plan Aesop +1/+0 creature on Godsworn Aesop. Minimum Aesop attacks in locked, discard a creature. Biting his own upsize, creature may purchase her counter for 1 per quarter, which type loses 1/1.						
Colours of Sorlus	AC	R	****	Jason Myhras	9	21.00
Temple. Colours deal out (zip as noted in your setup phase, you may spend 9 in your upkeep to unzip Colours 9/1).						
Card Hole	WT	R	**	Amy Weber	3	7.50
2. Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Card holes cannot be used unless you have cards in hand.						
Card Rack	AC	R	**	Richard Thomas	4	4.00
Opponent must discard to 4 cards during discard phase.						
Dragon Exile	AC	C	**	Aaron Ambrosio	3	2.00
2 -1/-0 until end of turn. 1/2.						
Edison's Game	WT	R	****	Mark Todor	1	10.00
0. Reducible you graveyard into your library. Remove Edison's Game from game when it is used, otherwise it is in owner's deck after the game is over.						
Galgalitha Syles	WT	R	**	Kristen Kemm	4	8.00
1. Discard all Antiquities cards, including Galgalitha Syles, from play.						
Graveland Cragtop	AC	C	**	Tom Todor	4	2.00
1. Do 1 damage to a target flying creature. 2/2.						
Ivory Tower	WT	U	****	Alexander Berger-Bass	1	6.00
Take 1 life for each card ever that you have in hand during upkeep.						
Adam Frame	WT	R	**	Tom Whitbread	3	5.00
2. Deal a card from your library and discard a card of your choosing to your graveyard.						
Mightstone	WT	U	**	Rich Voitek	4	3.00
All attacking creatures get +1/+0						
Millstone	WT	U	***	Ron Fogle	2	4.00
2. T. Take the top 2 cards from target player's library and place them in target player's graveyard.						
Mirror's Wise Machines	AC	C	**	Andy Weber	7	5.00
Sells. Discard 1 card from your hand during upkeep or Mirror's Wise Machines top to do 3 damage to you. 3/5.						
Obelisk of Unending	WT	R	**	Tom Whitbread	1	15.00
4. Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Ordeal	AC	U	**	Aaron Ambrosio	3	3.00
If Ordeal is placed in graveyard, its controller takes 2 life. 2/2.						
Ornithopter	AC	C	**	Amy Weber	0	3.00
Flying 0/2.						
Pireball Clay	AC	U	**	Ron Fogle	6	5.00
When cast, choose whether to make Pireball Clay a 1/4 red, 2/3 green creature, or 2/2 flying creature.						
Rock, Tie	AC	U	**	Richard Thomas	1	1.50
Be 1 damage for each card under three opponent has in hand during upkeep.						
Robust	WT	U	**	Christopher Reid	6	2.50
2. Prevent 1 damage in any target. Robustness returns to owner's hand when used.						
Rocket Launcher	WT	U	**	Pete Ventres	4	5.00
2. Be 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a new in play state.						
Shapelighter	AC	R	****	Geoffrey Shale	6	11.50
*any member from 6 to 6. Closer * any Shapelighter is cast and destroys your upkeep. +0/-0.						
Staff of Engus	WT	C	*	Mark Peake	4	1.00
3. Make target creature 2/4 until end of turn. Creatures with power less than 1 deal no damage.						
So On	AC	U	**	Christopher Reid	4	3.50
When So On goes to the graveyard, its controller gets 4 colored mana. 4/1.						
Tablet of Envy	WT	C	**	Christopher Reid	1	5.00
1. Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Townee's Coffin	WT	R	****	Christopher Reid	4	18.00
3. T. Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or untapped, creature returns to play tapped. You may choose not to leave Coffin tapped.						
Townee's Ward	WT	U	**	Geoffrey Shale	4	3.50
2. Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
Townee's Weapons	WT	U	**	Jim Crites	2	3.50
2. Target creature gets +1/+1 as long as Townee's Weapons remains tapped. You may choose not to untap Townee's Weapons during setup phase.						

ANTIQUITIES

Banesto Peak \$15.00
Banesto Box \$75.00
Full Set (15) \$275.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ANTIQUITIES						
Amulet of Knog	WT	C	**	Alexander Berger-Bass	2	1.00
T. Prevent 1 damage to any target.						
Amalgamated Clock	WT	U	**	Amy Weber	6	5.00
Add another flying upkeep. At the end of your upkeep, do 1 damage to each creature on Deck. Repeat may spend 4 during any upkeep to remove a counter.						

Indicates Price Increase

Indicates Price Decrease

Name/Description	Rarity	Cost	Effect	Artist	Set	Price
Leaves Flying (see Leaves from +1/+1 counters when cast. In your upkeep, you may move some of those counters as on all Leaves. Counters that are off of Leaves become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by card abilities cast or chain replacements on Leaves. 1/1)	AC	R	***	Mark Tedin	S	16.00
Vindicta Give 1 damage to each +1/+1 counter when cast. Destroy all +1/+1 counters to do 1 damage to any target. 1/1.	AC	R	***	Douglas Slater	S	12.50
Useful Weapons 0 damage to each +1/+1 and you may cast a flying flying, landing, first strike, or trample card end of turn. Attitude bonus and sticky parts on creature. 4/4.	AC	R	***	Amy White	S	15.50
Useful Quality 1. Take 1 life for any artifact cost. Can only give 1 life to each ally on artifact cost.	AC	C	**	Jeff E. Menges	1	5.00
Useful Mine 1. Draw one card from your library whenever you play an artifact onto the battlefield. You may only draw one card per artifact destruction. (Useful Mine may not be used when you destroy an artifact to gain benefits from artifact cost.)	AC	R	**	Randy Applefeld	3	8.00
Wall of Spears First strike, suits as well. 2/3.	AC	U	**	Sandro Esposito	3	5.50
Weakness All attacking creatures lose 1/2. Those creatures with power less than 1 deal no damage.	AC	U	**	Justin Knight	4	3.00
Yellow Solider When Solider does not tap when attacking. 1/1.	AC	C	**	Christopher Koch	3	2.50

BLACK

Artifact Parasite Do 2 damage to target artifact's controller whenever target artifact is tapped or its destruction cost is paid. Not an effect when cost as a continuous effect.	AC	C	**	Christopher Koch	3	1.00
Gate to Phyrexia Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	***	Sandro Esposito	10	3.00
Hearting Wind Do 1 damage to artifact's controller each time an artifact is played in its replacement cost is paid.	EN	U	**	Jeff E. Menges	10	2.50
Phyrexian Eviction Tap an artifact. As long as counters remain tapped, that artifact does not untap normally during its controller's upkeep phase. You may choose not to untap. 1/1.	SC	C	**	Amy White	10	2.00
Pool of Yorewag 1. Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	**	Mark Tedin	3	1.00
Xenic Paragon 1. Tap to get one creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	U	***	Den Fisher	8B1	2.50
Yorewag Demise Tap to get 1 life. During your upkeep, sacrifice one of your artifacts in play or Yorewag Demise to do 2 damage to you. 4/5.	SC	R	**	Sandro Esposito	8B4	16.00

BLUE

Artifact's Reclamation Take all mana artifacts in your library from target player's graveyard and place them on top of his or her library in any order.	SC	C	**	Amy White	10	1.50
Energy Blast Each artifact requires 2 energy upkeep or it cannot be attached.	EN	U	***	Roy Fagan	U2	2.00
Hasty's Recall Return all artifacts in play owned by target player to owner's hand, unattached to any creature artifacts on battlefield.	INS	C	**	Neil H. Thomas	UT	7.00
Power Artifact Increase the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Not an effect on artifacts with an activation cost of 1 or less.	EA	U	**	Douglas Slater	U8	4.00
Reconnection Bring an artifact from your graveyard into your hand.	SC	C	**	Jason Muckelba	U	1.00
Sign of Lat Run 1. Draw one card from your library each turn you die, plus one if you artifacts in play in the graveyard.	SC	C	**	Pete Ventres	U1	1.00
Transmute Artifact Change an artifact from your library and immediately place it in play, only, if you place an artifact in play that you control and just it in its owner's graveyard. If the new artifact's ability cost exceeds the discarded one's, pay the difference to Transmute Artifact. Doesn't succeed on both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SC	U	***	Jason Muckelba	U8	4.00

GREEN

Artifact Power Cannot be blocked by artifact creatures. Damage that Artifact Power takes from artifact creatures is reduced to 0. 2/1.	SC	C	**	Amy White	6B1	1.50
Artifact Takedown Any damage Artifact Takedown takes from an artifact source is reduced to 0. 3/1.5.	SC	U	***	Amy White	6B3	7.50
Grand Deal Add a +1/+1 counter whenever opponent casts an artifact. 1/1.	SC	U	***	Jeff E. Menges	61	4.00
Gravel Bring target artifact. Artifact's controller gains life equal to artifact's casting cost.	SC	C	**	Jason Muckelba	61	1.00
Good's Revenge 1. Number of artifacts opponent has in play. *+1/+1*.	SC	R	**	Pete Ventres	6G1	12.50
Powerback Take 1 life each time an opponent's artifact becomes tapped, as each time the activation cost of an opponent's artifact is paid. Powerback is not targeted by continuous artifacts.	EN	U	**	Christopher Koch	6G	4.00

*/** Blocking/Block	AI	Artifact	CC	Enhance Creature	FL	Enhance Land	EW	Enhance World	NI	Interrupt	SR	Summon Creatures	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enhancement	ES	Enhance	IN	Instant	SW	Spell	SC	Sacrifice

Name/Description	Rarity	Cost	Effect	Artist	Set	Price
Terror's Song Every non-artifact creature in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Terror's Song have play, artifacts aren't normal but before the next turn's upkeep phase.	EN	U	***	Kevin Barren	GG	5.00

RED

Artifact Blast Destroy any artifact or if a being cast.	AC	C	*	Mark Tedin	R	1.00
Blag 0 +2/+2, sacrifice one of your artifacts in play. 1/2.	SC	C	**	Jason Muckelba	R1	5.00
Delicate Tap an artifact. It is the casting cost of the target artifact. Delicate destroys target artifact, doing 1 point of damage to artifact's controller. Artifact creatures destroyed by Delicate may not be regenerated.	SC	U	**	Randy Applefeld	EX	4.50



■ Play your *Akhroa Transmogrifier*, an artifact that can turn one of your creatures into an artifact creature with a +1/+1, only on in the game. Then, when one of your creatures would normally take lethal damage from another creature or spell, you can pump it up that much-needed life point! Supereffective when your opponent goes to Terror your creature, because artifact creatures are immune to Terror!

Destroy Ancestress 1. Bring upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use the ability. 1/1.	SC	U	***	Mark Tedin	R1	1.50
Golden Ability If a target Golden Ability or you cast an artifact, and if a cost is paid, you may use the ability. If you pay the cost, you will lose 1 unattached. Otherwise, that artifact and loss your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	**	John Bush	R	3.50
Witch Blackness 1. Do 2 points of damage to any target. Each time you use the ability, place one of your artifacts in play in the graveyard. 1/1.	SC	R	**	Pete Ventres	Cost R2	1.00
Shatterstone Any of artifacts in play. Artifact creatures may not be regenerated.	SC	R	**	Mark Tedin	R2	5.00

UNCOMMON

Artifact's Choice 1. Tap an artifact that you've granted to your hand. 1/1.	SC	R	****	Amy White	WW1	22.00
Artifact's Wishes 1. Name 2 creature to target artifact creature. 2/2.	SC	C	**	Kevin Barren	WW1	1.00
Artifact Word Target artifact may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. In target creature is not affected by artifact effects that target it.	SC	C	**	Douglas Slater	W	1.00
Gift of Protection Artifact 1. Prevent all damage against you from an artifact source.	EN	U	***	Pete Ventres	W1	22.00
Grasping Field No one may enter more than one artifact in each of his or her own upkeep phases.	EN	U	**	Jason Muckelba	W2	3.00
Wardens of Kells Damage done to you by artifacts is instead done to Wardens of Kells instead. Wardens of Kells is destroyed. Only one Wardens of Kells may take damage to you in this manner per turn. 1/5.	SC	U	**	Allegor Grayson	WW2	5.00
Reverse Polarity All damage you lose taken from an artifact this turn is not actually taken by you. Instead, it is not subtracted from you. You still lose upkeep of damage this turn normally.	INS	C	***	Justin Knight	WW	1.00

RARE

Maker's Factory 1. Add 1 to your mana pool or give one Assembly Worker +1/+1 until end of turn. 1. Maker's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring fall, and winter packet.	EN	U	***	Roy Fagan	12.00
Maker's Factory 1. Add 1 to your mana pool or give one Assembly Worker +1/+1 until end of turn. 1. Maker's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Summer packet.	EN	U	***	Roy Fagan	13.00

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Magic's Workshop 1. Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	***	Kyle Foglio	10	18.00
Strip Mine 1. Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	****	David LeBe	11	11.00
Strip Mine 1. Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice. Remove with this strip mine.	LAN	U	****	David LeBe	12	12.00
Uro's Mine 1. Add 1 to your mana pool if you have Uro's Mine, Uro's Tower and Uro's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	***	Anton Hulakos	3	3.00
Uro's Power Plant 1. Add 1 to your mana pool if you have Uro's Mine, Uro's Tower and Uro's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	**	Mark Tulin	3	3.00
Uro's Tower 1. Add 1 to your mana pool if you have Uro's Mine, Uro's Tower and Uro's Power Plant in play at the same time, tap to add 3 to your mana pool.	LAN	C	**	Mark Tulin	4	4.00

LEGENDS

Boston Park	\$20.00
Boarder Bar	\$1,200.00
Ed's Set (31E)	\$1,200.00

IE

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Alchemist's Elixir 1. T. Prevent all damage done to you by attacking overflying creatures.	ART	R	***	Reto Foglio	5	9.00
Alchemist's Tomb 1. T. Change the color of target permanent you control.	ART	R	****	Harold McNeil	4	12.00
Amalgam of the Ancients Tap all legends when casting mana legends do not set up normally during setup phase.	ART	R	**	Tom Westwood	5	18.00
Black Mana Battery 2. T. Add 1 counter to Black Mana Battery. T. Add 1 to your mana pool. Remove as many counters as you wish, add 1 for each counter removed (play as an interrupt).	ART	U	**	Anton Hulakos	4	6.50
Blue Mana Battery 2. T. Add 1 counter to Blue Mana Battery. T. Add 1 to your mana pool. Remove as many counters as you wish, add 1 for each counter removed (play as an interrupt).	ART	U	**	Andy Wines	4	4.00
Bronze Horse 1. Tap to deal 1 damage to O all damage to Bronze Horse by spells targeting it wherever you control an additional creature.	ART	R	**	Mark Tulin	7	10.00
Firebreath Amulet Pay 2 during upkeep or destroy Firebreath Amulet. Prevent all damage over 2 done to you by a source or instant.	ART	R	***	Malcolm Beeson	5	12.00
Countdown of Chaos Sacrifice Countdown of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy artifacts and no fixed permanents.	ART	R	****	Ken Frenco	5	15.00
Green Mana Battery 2. T. Add 1 counter to Green Mana Battery. T. Add 1 to your mana pool. Remove as many counters as you wish, add 1 for each counter removed (play as an interrupt).	ART	U	**	Christoph Reih	4	4.00
Hero of Beheading 2. T. Target creature deals no damage in combat this turn.	ART	R	***	Tom Frazier	4	12.00
Knowledge Vault 2. T. Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to target your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	**	Andy Wines	4	10.50
Key Shield 1. T. Give target creature you control +1/+1 until end of turn, unless X is the target's casting cost. Target deals no damage this turn.	ART	U	**	Richard Thomas	2	4.00
Life Clock During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	R	***	Anthony Wines	4	5.00
Life Mirror 1. T. Put 1 counter on target creature during upkeep. Remove counter as equipment creates.	ART	R	****	Andy Wines	4	11.00
Mana Mirror Pay 2 unless mana loss then doubling cost of instant, interrupt, or replacement.	ART	R	***	Mark Tulin	6	12.00
Miracle Priest All spells able to block Abolish Priest must do so. Miracle Priest blocks no damage in combat from walls.	ART	R	**	Malcolm Beeson	5	4.00
Mirror Inverse 1. Sacrifice Mirror Inverse during your upkeep to make life points with opponent. The exchange of life may not be countered. Abolish Inverse comes in tapped.	ART	R	**	Phil Foglio	6	17.50
Warth Sea 1. T. You may cast one spell this turn using mana of any color.	ART	R	**	Kyle Foglio	4	14.00
Wave Protection 3. T. Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	***	Richard Thomas	4	13.00
Worm Battery Pay 2 unless mana loss then doubling cost of instant, interrupt, or replacement.	ART	R	***	Malcolm Beeson	6	12.00
Red Mana Battery 2. T. Add 1 counter to Red Mana Battery. T. Add 1 to your mana pool. Remove as many counters as you wish, add 1 for each counter removed (play as an interrupt).	ART	U	**	Mark Tulin	4	5.00
Red Hammer 1. T. Tap target artifact.	ART	R	**	Harold McNeil	2	4.50
Ring of Inevitability 3. T. Counter interrupt in replacement triggering a permanent you control (play as an interrupt).	ART	R	**	Malcolm Beeson	5	11.50
Sentinel *1 unless cast when blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. *1/.	ART	R	***	Brendy Aquilar-Fuchs	4	10.00

Name/Description	Kind	Rarity	Rating	Area	Cost	Price
Serpent Generator 1. T. Put a Poison Snake token, which is a 1/1 artifact creature, on play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she sees ten 10 or more poison counters.	ART	R	****	Mark Tulin	6	29.50
Sword of the Ages Enters play tapped. T. Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined power of creature's power. Remove Sword of the Ages and sacrifice that creature from the game.	ART	R	***	Christopher Reih	6	22.00
Twelve Eggs 3. T. Sacrifice Twelve Eggs to put any creature in hand or graveyard directly in play. Tact the one box of any your command.	ART	R	***	Don Evans	4	12.00



Here's a fun way to speed up the game. Throw down an Armageddon Clock that builds and builds each turn, causing more and more damage to all players - except you! Protect yourself with your CDF, artifacts and smile while your opponent goes screaming to the grave.

Voodoo Doll Put a counter on Poison Bell always except if Voodoo Doll is untapped of the end of your turn. If does 1 damage to you and is destroyed. X is the number of counters on Doll. X-1. Do 1 damage to me target!	ART	R	**	Sasha Ivashynko	6	10.00
White Mana Battery 2. T. Add 1 counter to White Mana Battery. T. Add 1 to your mana pool. Remove as many counters as you wish, add 1 for each counter removed (play as an interrupt).	ART	U	**	Anthony Wines	4	6.00

RECAP

Aberration Green or white creatures blocking a blocked by Aberration are destroyed unless cast 2/5.	SC	R	***	Mark Tulin	103	5.00
Alyes, the Elf Each player must have a target non-artifact creature he or she controls during upkeep.	EN	R	***	Phil Vertices	93	23.00
All Hallow's Eve Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes 1 damage in each graveyard and puts them directly into play. Then draw all of your unmanaured.	EN	R	**	Phil Vertices	88	4.50
Carton Eggs 1 + 1/2 + 1 until end of turn. O/T	SC	R	**	Richard Thomas	102	32.00
Chains of Mephistopheles Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard during draw.	EN	R	**	Horatio Hudson	91	10.50
Classic Banner Each turn pay 1000 during upkeep or Classic Banner does 7 damage to you as well as destroyed. 7/7.	SC	R	**	Jason Myrten	1063	10.50
Cybernetic Mastery Remove Mastery from print of its stats to graveyard. 2/1.	SC	C	**	Edward Brad Jr.	81	5.00
Darkness Can cast attack and block as normal but deal no damage.	HS	C	***	Harold McNeil	8	1.00
Demonic Torment Target creature deals no damage during combat and may not attack.	EC	U	**	Anton Hulakos	102	4.50
Evil Eye Gaze By Gaze Your creature may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.	SC	R	**	Jason Myrten	94	4.50
Fallen Angel Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 2/2.	SC	U	**	Angelo Shulo	103	10.00
Ghosts of the Damned 1. Make target creature -1/0 until end of turn. 1/2.	SC	R	**	Edward Brad Jr.	101	1.00
Ghost May Sacrifice a creature to give Ghost May +1/+1 until end of turn. 1/1.	SC	C	***	Anton Hulakos	8	1.00
Glyph of Doom Creatures blocked by target will on destroyed either combat.	HS	C	**	Scott Van Camp	8	1.00
Gravel 1. Draw on turn cast and sacrifice 2 M.	EN	R	***	Phil Foglio	102	10.00
Headless Horseman 2/2.	SC	C	**	Quarbo Flower	102	5.00
Hill Sentinel Make all creatures -1/0 until end of turn.	HS	C	*	Christopher Reih	9	1.00

Name/Description	Raid	Party	Rating	Artist	Cost	Price
Hell's Cauldron T. Sacrifices a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	★★★★	Sander Ewing/John	83	23.50
Hilltop Destiny of non-black creatures. Hilltop does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	★★★★	Pete Ventres	88B2	16.00
Horns of Havens Sacrifices a swamp to regenerate a black creature.	EN	U	★★	Mark Todor	883	4.50
Impetus T. Strongest target creature from attacking, blocking or tapping. Impetus is destroyed if none is set past.	TC	R	★★	Christopher Rush	8	9.00
Infernal Medusa Destiny of non-red black creatures. Medusa is blocked by Medusa. 2/1.	SC	U	★★	Simon Phillips	882	6.00
Javelin Do 2 damage to opponent for each white creature opponent controls.	SOR	R	★★	Christopher Rush	82	11.50
Jason Weverall Do 1. Once Weverall: 1/2 until end of turn. For 2-4 permanent creatures on creatures blocking or blocked by Weverall, Jason Weverall's power may not be reduced below 1 using his ability. 2/1.	SC	C	★★	Quentin Hawes	83	5.50
Leaf Seal Sacrifices 2/1.	SC	C	★★	Randy Aupiais/Rails	881	1.00
Meek Berman Sacrifices 2 swamps when casting. Meek Berman is busy Meek Berman. 4/1.	SC	R	★	Jason Myrnes	895	16.50
Nether Void Creatures of spells reduce their casting cost by one. 3.	EN	U	★★	Neville McNeil	83	12.50
Put Some Pain If Put Some Pain's opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	R	★★	Scott Kinkadee	82	1.00
Quagmire Creatures with swampwalk may be blocked.	EN	U	★★	Tom Todor	82	4.00
Shimmer Night Walker Reduce all damage done to you from a creature to Shimmer Night Walker's control. 4/4.	SC	R	★★	Jason Myrnes	892	5.50
Spell Shackle Put a 2/2 counter on target creature every time it taps. Counters remain even if Spell Shackle is removed.	EC	C	★★	Edward Tzani II	85	1.50
System Seal Do 2 damage to all players except you. Landa takes life points equal to damage done by the System Seal.	SOR	C	★★	Hollis Berman	82	1.00
Talkbacker Put a 1/1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a non-target to talkbacker. If no new targets exist, talkbacker permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature talkbacker enchanted.	EC	R	★★	Brian Gohler	882	4.00
Tax of Darkness Change the color of one or more target creatures to black and end of turn. Choose which and how many creatures are targeted.	NS	U	★★	Pete Ventres	81	4.00
Tektonics Target creature's power and toughness are reduced until end of turn. Effect always wears after toughness is reduced, and vice versa.	NS	C	★★	Susan Yen Corp	81	1.00
Underworld Invasion Do 1 damage to opponent for each card drawn.	NS	R	★★★★	Mike Ford	88B	12.50

Name/Description	Raid	Party	Rating	Artist	Cost	Price
2/4						
Wall of Shales Damage done to Wall of Shales by creatures with Marks is reduced to 0. Wall of Shales may not be targeted by effects targeting only walls. 0/1.	SC	C	★★	Pete Ventres	881	1.00
Wall of Tacticians The number of creatures in your graveyard. 1/1+1.	SC	R	★★	Ben Fenwick	81	3.50
Wrecked After combat, take control of all creatures lacking the Wrecked. You lose control of stock creatures when the Wrecked leaves play at your control. 2/5.	TC	R	★★	Christopher Rush	883	27.50
Yield Rule Destiny of forests in play.	SOR	R	★★	Ne We Thomas	83	14.50
Yuk-Azu-Azu Destiny of enchantments on target creature, which cannot be targeted by any other creature, as zones or enchantments.	EC	C	★★★★	Douglas Shales	82	2.50
Zane Drake Flying 2/4.	SC	U	★★	Ben Fenwick	83	4.50
Zeddie For each point of damage done you take from target creature, Zeddie does a point of damage to creature's controller.	EC	U	★★	Brian Goodly	8	4.00
Zooming Return target permanent to its owner's hand.	NS	C	★★★★	Brian Goodly	81	2.50
Zurk-Ing If Zurk-Ing goes to the graveyard, all creatures that dealt damage to Ing that turn become 0/2. 2/2.	SC	C	★★	Quentin Hawes	882	4.50
Zwarming Deep Destroy 1/2.	SC	C	★★	Art Boushka	82	1.00
Zyren Coat Destroy target creature's color to another color. Only as an enchantment.	EC	U	★★★★	Anthony Webb	8	4.50
Elde Stone Control is blocked by red creatures. Sacrifices an island during upkeep to buy Elde Stone and lose 4 life. 4/4.	SC	R	★★	Jason Myrnes	898A	10.00
Enchantment: Attention South target permanent from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment: Attention has no effect if new target is not valid.	NS	C	★★	Brian Goodly	8	1.00
Energy Flow Top target enchanted creature you control. All creatures were equal to target creature's casting cost to you. mana pool.	SC	C	★★	Davey Solon	1	1.00
Field of Dreams The top card in your library plays face up.	EN	R	★★	Key Eagle	3	10.00
Black Goggles Counter target enchantment or instant spell.	NS	C	★★	Harold McNeil	81	1.00
Black Flood Engrave and permanent on return location to owner's hand. Black Floods on target land.	NS	C	★★	Tom Whiteland	U	1.00
Booze Spikes Counter target spell unless it creates spells. 1 extra enchantment area.	NS	C	★★	Ben Fenwick	U	1.00
Graveson Fire Target creature deals no damage in combat.	SC	C	★★	Phil Foglio	82	1.00
Glyph of Deletion Put a 0/0 card on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not enter or remain while it has any such counters on it. Remove a counter during creature controller's upkeep.	NS	C	★★	Susan Van Camp	U	1.00
In the Eye of Chaos Counter all enchantment and instant spells unless each pays or casts X, where X is the cost of the spell being cast.	EN	R	★★	Christopher Rush	82	9.50
Inevitable Phylaxies Counter one opponent's spell summoning a creature of a color different from one of the colors you control unless each pays or casts X, where X is the cost of the spell being cast.	EN	R	★★	Harold McNeil	88B2	12.00
Jackpot Lacks red target spells which choose from highest-cost creature and exchange control of them, then doing the same to enchants. Do not trade enchants or creatures if one player has seen all them.	SOR	R	★★	Jason Myrnes	82	15.00
Land Equilibrium If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	U	★★★★	Mark Todor	881	18.00
Mass Drain Counter target spell. At the beginning of your next turn, take counters more equal to casting cost of spell.	NS	U	★★	Mark Todor	881	6.00
Part Walks The X target creature's block walk and end of turn.	SOR	U	★★	Ne We Thomas	88C	4.00
Patent Entry Do 2 damage to any target and 2 damage to itself. 2/2.	SC	R	★★	Jason Myrnes	81	16.50
Psychic Probe Do 1 damage to any target. If opponent casts you to destroy Psychic Probe, opponent must sacrifice 5 life.	SOR	C	★★	Susan Van Camp	U	4.00
Puppet Master If target creature goes to the graveyard, return as many to owner's hand and destroy all enchantments as in. The may pay 8BB to return Puppet Master to its owner's hand if this happens.	EC	U	★★	Sander Ewing/John	88B2	10.00
Rak-Bad Sacrifice X cards in hand to bring X cards from your graveyard into your hand, its removal. Rak-Bad from game.	EN	U	★★	Brian Goodly	82	4.50
Ravenous Seal Counter target permanent spell.	NS	C	★★	Brian Goodly	U	2.00



Juxtapose is a fun 0/1 spell that swaps some of your highest-casting cost permanents with some of your opponent's. Most of the time, though, your highest-casting cost creature or artifact is something you want to keep, so Boomerang it back into your hand before casting Juxtapose. You lose your second-most-expensive creature; your opponent loses his most expensive. Yeah-hu!

Vampire Bat SC C ★★ Aaron Allred 81 1.00
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.

Walking Dead SC C ★★ Doug Fazio 81 1.00
H. Regenerates 1/1.

Wall of Pithed Flesh SC U ★★ Richard Thomas 82 4.00
Protection from white. Damage done to Wall of Pithed Flesh by enchanted creatures is reduced to 0.

• A: Activated	• AE: Artifact	• SC: Student Creature	• EN: Enchant	• NS: Non-Spell
• AC: Activated Counter	• SA: Student Artifact	• ST: Student Enchantment	• EN: Enchant	• NS: Non-Spell

	Name/Description	Raid	Body	Being	Art	Cost	Price	Name/Description	Raid	Body	Being	Art	Cost	Price
100	Beast	BS	U	**	Nicla Leonard	20	4.00	Emerald Dragonfly	SC	C	*	Quinn Hoover	G1	1.00
100	Untop of your body. Raid may only be played during opponent's turn after he is blocked.							Flying BS First strike and end of turn 1/1						
100	Brewhouse	BS	T	***	Joan Horton	207	13.00	Funko	SOR	R	***	Kyle Fogle	G62	18.00
100	Recked damage from a victory to its owner.							Both players may put a permanent from their hand directly in play. Players may lose playing cards and mulligan cards to play any more permanents. No other spells or effects may be put in.						
100	See King's Hacking BS U ** Early Jaxxon/Fath 8 4.00							Exhaust is an effect. If a spell does so, it is casting cost. X/0						
100	Change the color of any number of target creatures to blue and end of turn.							Five Sprints	U	**	Jade Bush	G1	1.00	
100	Segalen Levitation	SC	U	**	Melissa Benson	84	4.50	Urges E, If Add R to your mana pool (only as an interrupt). 3/1						
100	Submerge	BS	U	**	Kyle Fogle	84	4.00	Rival Squadron	SC	C	**	Rick Alexander	G2	4.50
100	Prevent all damage dealt until end of turn to target creature by spells or effects targeting it.							If friend's Squadron attacks and is not blocked, you may destroy a target creature with no opponent's creatures without dealing damage. 2/2						
100	Spiced Ooze	SC	U	**	Rob Alexander	83	7.50	Good Tumble	SC	C	*	Jeff A. Manges	G61	1.80
100	Target creature may not be targeted by spells or that effects unless it is tapped.							Great Tumble may not attack if it did so during your last turn. 2/2						
100	Tribulation	BS	R	**	David Galan	80	10.00	Glory of Boreas	BS	C	**	Susan Vos Corp	G 1.80	
100	Target creature deals no damage in combat this turn. If it tapped and may not attack normally that day to creature's following turn unless phased.							Very ill serving creatures blocked by target will take 1/1 damage. For each such creature, choose a creature from either player's graveyard and return it to play unless attacker's control. Play this creature. Harvest Galan SC C ** Sombra Invitations G61 1.00						
100	Talpaan	BS	R	***	Joanna Shula	330	10.50	First strike. 2/1						
100	Target creature may not be blocked this turn. Play after check a creature but before blocking it this turn.							Indomitable Dray	SC	U	**	Walter Breen	G61	4.50
100	Time Elemental	SC	R	**	Andy Weber	82	25.00	Be 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1						
100	Pay 3/2. T. Return target permanent to owner's hand. Cannot target exalted permanents. Exhaust Time Elemental and its 5 damage to its controller if it blocks or attacks. 0/2							Killer Eyes	SC	R	****	Phil Fagle	G61	27.50
100	Undeavor	BS	U	**	Analy Isakson/Loth	82	3.50	Urges E live Bers +1/+1 until end of turn. 0/1.						
100	Creature with indestructible may be blocked.							Living Spirit	SC	C	**	Byron Woodruff	G62	16.50
100	Vendic Gold	EC	C	**	Orrin Spaul	88	1.00	Control of lands in play/battle ends 1/1 creature that may not be tapped after first put in play.						
100	Put 1 creature on target creature and top it. Creature does not attack normally while it remains attached. Remove a creature always creates controller's upkeep.							Master of the War	SC	C	****	Jeff A. Manges	G62	22.50
100	Wall of Vapor	SC	C	**	Richard Thomas	83	1.00	GG. Put a Wishes of the War into, or 1/1 green creature that may bond with other Wishes of the War. 1/1, 2/2						
100	Cannot be damaged by creatures a blocks. 0/1							Mass Attraction	SC	C	**	Isaac Phyfies	G62	1.00
100	Wall of Wax	SC	U	**	Richard Thomas	88	5.00	3/3						
100	GG. Give Wall of Wax +1/+1 and exiles it at top. 1/5							Pole Golem	SC	C	**	Quinn Hoover	G62	11.50
100	Zephyr Falcon	SC	C	**	Heather Nelson	81	2.00	GG. 1. Give target creature flying until end of turn. 1/1						
100	Flying. Does not air to attack. 1/1.							Prakash Gyrocopter	SC	C	**	Quinn Hoover	G62	4.00

GOVERNOR

100	Asking Lephrechaun	SC	C	**	Quinn Hoover	G 1.80	
100	All creatures blocking is blocked by leprechaun because green 1/1.						
100	Amana	BS	U	***	David Galan	662	5.00
100	If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player and other loss of his or her turn.						
100	Arval Foe	BE	C	**	Phil Fogle	G 1.80	
100	Counter target instant or enchantment targeting a permanent you control.						
100	Barkley Apex	SC	C	***	Byron Woodruff	G1	8.50
100	2/2						
100	Gal Warrior	SC	C	***	Melissa Benson	G61	1.80
100	Frenzied. 2/2.						
100	Cocoon	EC	U	**	Mark Tustin	E	4.50
100	Put 3 counters on and top target creature you control. Creature does not attack normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						



Does anybody play the Asking Lephrechaun? Not Will here's a trick that makes the in turn pretty darn useful. Since he can instantly turn green any creature that blocks or is blocked by him, throw a Green Ward on Asking. Now he's a wall that can block a 10-headed Rock Hydra if need be. Throw a Vapor on him to cheer up your opponent.

100	Cocoon Add Cocoon	EW	R	***	Andy Weber	G 14.50	
100	Creature may attack in top during the turn they are brought into play.						
100	Gow Gnat	SC	U	**	Christopher Rush	G662	11.50
100	Imperial Rampage 2 6/4						
100	Quail	BN	U	**	Neil Thomas	G2	2.50
100	Creatures with forestwalk may be blocked.						
100	Darkwood Kaur	SC	C	***	Mike Kinkade	G4	1.80
100	4/4						
100	Even Odds	SC	E	**	Richard Jensen	G63	11.50
100	Cannot be blocked except by white and flying creatures. 2/3						

MINI-COLORED	
• John DeLambell	SC R **** Jeff A. Manges G68 12.50
GG. T. Take a creature from your graveyard into your hand. 1/2	
• Angus Alchemist	SC R *** Byron Woodruff G6 12.00
GG. T. Attacking and blocking creatures deal no damage during combat. 2/2	
• Arceles Solitaire	SC R **** Edward Brandt ILM62 20.50
Flying. All creatures on Solitaire's side gain +2 defense when attacked. If you Solitaire +0/+1 until end of turn. Play WBI during upkeep a bary lands Solitaire 1/1	
• Arch of Governance	SC R *** Scott Glickens BB88 10.00
GG. Each time a creature is phased in graveyard during a turn in which Arch's destroyed, take 1 life and 1 damage to target player. 3/5	

Name/Description	Card	Rarity	Setting	Artist	Cost	Price
• Apollo <i>Amulet</i> SC R *** T: Grants either effect upon activation and unless artifact creature, spends 8, 2/2.				Bojan Wroblewski	URW9	9.50
• Barkhoof Woodland SC U *** 4/5				And Razu	BR4	4.00
• Baril Barozzo SC R *** Cannot be target of creature control spells. Does not tap to attack. 6/5				And Razu	BR2	10.50
• Bans Deedbars SC U *** B2, T: Put a mana drossen token, which is a 1/1 red and black creature, into play.				Jake Meyers	BR3	12.00
• Chameleon SC U *** Haze, rampage: 2. Pay BWW during upkeep in busy Greenlands 7/7.				Edward Bond II	BRWMD	27.00
• Darkness Black Mage SC R *** 1: Squash the number of lands you control. 7/7				Richard Rosefegans	BRW2	25.50
• Deliver Angelique SC U *** 1: Upon upkeep, Angelique gives either: Being, best skills, temple, or rampage: 3 until you next upkeep. 4/4				David Bond	GRW3	13.50
• Devils Dik SC R *** First strike. Can block, mindwalk, counters. 4/4				Richard Farnes	BRW3	10.50
• Granddys Di-Luv SC R *** T: Target plays exactly discards a card to hand (only only during your turn). 3/5				John Bank	BR18	14.00
• Hollidae SC R *** Voice Hollidae 3/3 when cast. During upkeep, Hollidae may require the current player and toughness of a target creature besides itself. When there are no legal targets, Hollidae is 3/3. 7/7				Antonia Brown	BRW1	10.50
• Horizon Hammer SC R *** As you first upkeep after Horizon Taper is put to play, put 7 Soul Wreath tokens in play, when 1 is the number of lands you control. Each such token is a 1/1 red, white, and green creature. Rampage of Soul Wreath of Horizon Taper leaves play. 7/7				Richard Farnes	BR13	4.00
• Ironing Empress SC U *** Rampage: 1. 5/4				And Razu	GRW1	10.00
• Ironing Iron SC R *** Make all your green creatures +0/+2. 3/2				Richard Rosefegans	GR2	5.00
• Ironing Iron SC U *** 4/5				Mark Poole	GRW4	5.00
• Jewel of the Good Faith SC U *** 4/5				And Razu	BR1	4.00
• Joker SC R *** If Joker is not tapped, only if your creature besides Joker may attack without tapping. 5/4				Mark Tule	BRW3	17.00
• Keeper of the Lost Mind SC U *** 5/3				Richard Rosefegans	BR4	6.50
• Ko Takahashi SC R *** T: Power up to 2 drossens to target creature. 2/2				Scott Brachner	BR2	11.00
• Lady Celeste SC R *** T: Do 3 damage to target attacking or blocking creature. 3/5				Bojan Wroblewski	GRW3	11.00
• Lady Longtail SC R *** W, T: Target creature dies as damage hits, then during combat. 1/2.				Mark Poole	BRW	7.50
• Lady of the Amazon SC U *** 3/5				Richard Rosefegans	BR4	4.50
• Lady Giza SC R *** 7/4				Sandra Evangelista	BR5	3.50
• Unhappy Silence SC R *** First strike, legendary artifact. 4/4				Richard Rosefegans	BR2	11.00
• Lord Mages SC R *** First strike. Creatures with phantasm in her name may be blocked. 4/3				Mark Tule	BRW3	5.00
• Merchall Mages SC R *** Rampage: 1. 4/5				Mark Poole	BR2	5.50
• Melodramatic SC R *** Play X, T: Score a card. Opponent randomly reveals 1 card in hand. Opponent must discard any such card that matches the one you scored. (Play only during your turn.) 1/3.				Edward Bond II	BRW2	20.00
• Mind Taker SC U *** Flying. An opponent targeted by Mind Taker must be drossen (not land). Pay BBS during upkeep in busy Irons Tails. 7/7				Edward Bond II	BRW2	25.50
• Pillbox-Alex SC R *** Flying, rampage. Pay BGR during upkeep in busy Pillbox-Alex. 7/7				And Razu	BR4	6.50
• Power Mako SC U *** W: Give Food Mako +1/+4 until end of turn. 5/2.				Sandra Evangelista	BR3	5.00
• Princess Luvvies SC R *** T: Add 1 to your mana pool (play or on interrupt). 5/4				Antonia Brown	BRW	10.00
• Regen SC R *** BGR: 3 Regenerates target creature. 2/2				Phil Fights	BR3	4.50
• Rampage Overload SC R *** First strike. 4/3				Richard Rosefegans	BRW2	12.50
• Requiem Overdose SC U *** T: Destroy a target creature with an enchantment on it. 4/3				And Razu	WR4	11.50
• Requiem Overdose SC U *** Put 7 counters on Requiem when put to play. Rampage: 1 counter to prevent 1 damage to Requiem or add 1 to your mana pool (play or on interrupt). Add a counter to Requiem Overdose during your upkeep if the target you just targeted. There may be no more than 7 such counters on Requiem. 4/1.				Richard Rosefegans	BR5	4.50
• River Tumbler SC R *** T: Add 1 to your mana pool (play or on interrupt). 5/7				Edward Bond II	BRW2	12.00
• Stalgh of the King SC R *** All your abilities of this King gain +2/+2. Pay BRR during upkeep in Stalgh and all abilities are tapped and enter opponent's control. 5/5.						

Name/Description	Card	Rarity	Setting	Artist	Cost	Price
• Belinda Sledgehammer SC R ***** 1: Sets control of target creature. You can control of target creature when Belinda Sledgehammer leaves play, leaves your control, or becomes entangled. You may choose to leave Roberto. Sledgehammer tapped. 2/5				And Razu	BR4	6.50
• So Shards of Chaos SC U *** 4/7				And Razu	BR4	6.50
• Smith Sea King SC U *** 4/4				Mo McThames	BR5	5.00
• Solitaire Swamp King SC R ***** Swamp King: Corrupts points 1 life each time a black spell is cast. 5/5				Richard Rosefegans	BR2	19.50
• Strongy SC R ***** Put Strongy Taper token in play when casting Strongy. Strongy Taper token is a 2/1 green and red legend. Remove Strongy Taper token from game if Strongy leaves play. 3/4				Mark Poole	BR1	11.50



Attack with the your unassuming Tonal friend, wait for your opponent to declare blocking, and then use Mandelbrow's fast effect and Chub's own ability to crank him up to a formidable 4/5. What fun.

• Sensitive Fakes SC U *** T: Add 2 to your mana pool. 4/4				Christopher Bosh	GR3	4.50
• Tobias Unweaver SC R ***** W, T: Destroy target tapped or blocking creature. Tobias Unweaver may not be targeted by an enchantment control spell. 3/3				John Bank	BR1	14.50
• Tobias Unweaver SC U *** 4/5				And Razu	WR3	4.50
• Ton Tonic SC U *** T: Do 2 damage to attacking or blocking creature. 2/3				Deedy Aquilar-Futts	BR2	5.50
• Ton Tonic SC U *** 5/5				Mark Poole	GRW5	5.00
• Ton Tonic SC R ***** First strike. 4/4				Loe Berthels	GR3	11.50
• Un Tropic SC R ***** First strike. Creatures with swampwalk may be blocked. 4/4				Christopher Bosh	BRW3	10.50
• Un Tropic SC R ***** Flying. B: Gain +1/+4 until end of turn. B: Gain +1/+4 until end of turn. G: Gain +1/+4 until end of turn. Pay BGR during upkeep in busy Un Tropic. 7/7				Antonia Brown	BR2	25.00
• Van Arca SC R ***** Flying. G: Gain +1/+4 until end of turn. G: Gain +1/+4 until end of turn. G: Gain +1/+4 until end of turn. Pay BGR during upkeep in busy Van Arca. 7/7				Antonia Brown	BR2	11.00

Card	Rarity	Setting	Price
Active Release	HS	C	Brian Slocum R 1.00
Defuse (see permanent in when called to owner's hand). Destroy enchantments on target land.			
Asalia Guardian	SC	U	And Razu BR2 5.00
Rampage: 3. 2/4			
Backlash	HS	U	Brian Slocum R1 4.00
Do half the damage (based double) done by one source to the source's controller.			
Beasts of Argos	SC	R	Christopher Bosh R1 5.00
Participate in an attack. Gains +1/+1 if opponent controls white cards. 3/3			
Meat Wagon	SC	C	Sean Van Camp R1 1.00
When played in the graveyard from play, During Elige dies 3 damage to target creature. 0/3			
Blood Lust	HS	U	Antonia Brown R1 9.50
Makes target creature +4/+4 until end of turn. This creature toughness no lower than 1.			
In the, The	SC	C	Mark Poole R1 2.00
Target creature gains +1/+0. RRR Representative			
Caravan of Deceit	SC	R	Richard Rosefegans BR2 10.00
No player may attack with more than 7 creatures, no block with more than 2 creatures, no tap			
Chin Lightning	SC	C	Sandra Evangelista R1 2.50
Do 3 damage to a target. Whenever Chin lightning does damage, the target is target creature may pay 1K for Chin lightning to do 2 damage to a target of his or her choosing.			
Greenish	SR	U	Rob Alexander R2 4.00
Creature with mountainwalk may be blocked.			
German Rabbits	SC	C	Antonia Brown R 5.00
Destroy Rabbits on red creatures. 3/7.			

*W/ Reprinted/Revised R/R Affect CC Enchant Creature UL En has land EW En has Water NT Interrupt SC Summon Creature
 AC Affect Creature EI Enchant Artifact EI Enchant Enchantment UR En has land PS Instant LM Land SR Sacrifice

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Presence of the Muses	EN	R	***	Phil Foglio	W2	6.50
Counts all non-creature cards whenever Presence of the Muses is in play.						
Royal Flip	RG	R	*	Justin Halaman	W2	8.00
Give target creature last strike and Rampage. 2 until end of turn. Play before defense is chosen.						
Remove Enchantments	RG	C	**	Ivan Semby	W	1.50
Return of enchantments you control to your hand and destroy all enchantments played on permanent you control. If not doing opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand, all other enchantments on destroyed.						
Righteous Avenger	SC	R	***	Nathan Hubert	W1	4.50
Flamewalk 3/1.						
Sedate	EC	R	***	Mok Peak	NW2	4.50
Target creature may only be blocked by white or red creatures.						
Shield Wall	RG	R	*	Douglas Shuler	W1	4.00
Give all your creatures +2/+2 until end of turn.						
Spike Link	EL	R	****	Phil Foglio	W	18.50
Take 1 life for every point of damage target creature dies.						
Spiritual Sanctuary	EA	R	***	Andy White	NW2	10.00
Any flying creatures planes walk 1 life during its or his upkeep.						
Thunder Split	SC	R	**	Randy Altschuler	NW1	24.00
Playing first strike. 2/2.						
Tender Voices	SC	C	**	Quentin Hoover	W	1.50
First strike 1/1.						
Warms	SCB	R	**	Nikki Torres	W	4.50
Look at the top 5 cards of any library, then reshuffle it if you do choose.						
Wall of Collapsing	SC	C	**	Ivan Semby	W1	1.00
If Wall of Collapsing blocks a creature with other creatures that are on its wall, Wall of Collapsing gains landing until end of turn. 2/1.						
Wall of Light	SC	R	***	Richard Thomas	W2	4.00
Protection from black.						

LANDS

Adventurer's Goggles	LM	R	*	Tom Whalen	3.00
All your green legends may land with other legends.					
Colossal Stone	LM	R	*	Mok Peak	3.00
All your white legends may land with other legends.					
Hammerhead	LM	R	**	Byron Woodruff	4.00
Legendsy 1. Add 1 to your mana pool. 2. Remove landing from target creature until end of turn.					
Reveries	LM	R	****	Nicole Leonard	4.50
Legendsy 1. Add W to your mana pool. 2. Return target legend to owner's hand, destroying enchantments on target land.					
Wondrous Stronghold	LM	R	*	Tom Whalen	2.50
All your red legends may land with other legends.					
Providence	LM	R	**	Byron Woodruff	5.00
Legendsy 1. Add B to your mana pool. 2. Make target 1/1 creature +1/+2 until end of turn.					
Soldier's Gaze	LM	R	*	Tom Whalen	2.50
All your blue legends may land with other legends.					
Widened of Pivotal Pile	LM	R	**	Nicole Leonard	18.00
Legendsy. All enchantments require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.					
Tolerance	LM	R	***	Nicole Leonard	4.00
Legendsy 1. Add B to your mana pool. 2. During upkeep, remove landing ability from target creature until end of turn.					
Unbly Shield	LM	R	*	Mok Peak	2.50
All your black legends may land with other legends.					
Urborg	LM	R	***	Byron Woodruff	4.00
Legendsy 1. Add B to your mana pool. 2. Remove last strike or sweepstakes ability from target creature until end of turn.					

THE DARK

Broods Pack \$7.00
 Broods Box \$263.00
 Full Set (11/9) \$264.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Red's Edge	ART	R	****	Tom Whalen	4	5.00
3. Target creature does not attack as usual if its controller's next upkeep phase.						
Red's Fate	ART	R	**	Christopher Yeh	2	1.50
1. One of creatures 1/4 until end of turn.						
Red of Bites	ART	R	**	Scottie Thompson	6	2.50
2. Scorch 2 life to draw 1 card.						
Red Galea	AC	R	*	Christopher Yeh	5	2.50
3. Scorch Galea to add RR to your mana pool.						
Dark Solace	ART	R	****	Mok Peak	6	4.00
1. Scorch. Spine to prevent half of the damage done to you by a single source, awarded draw.						
Darkside Machine	AC	R	**	Jason Minkler	7	3.00
3. Regenerate 4/4.						
Follower Stone	ART	R	****	Guyton Hoare	2	4.00
If Phobos 1 more of any color that opponent's lands ever produce. (Play to an interrupt).						

A/R: Artifact/Revered ART: Artifact AC: Artifact Creature SA: Artifact Artifact EC: Enchant Creature IC: Enchant Island RR: Enchant Land RR: Enchant World UN: Enchant Unearthed

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Foundation of Youth	ART	R	****	Bruce Gold	3	4.50
2. 2. Don't die.						
Divine Anger	ART	R	****	Aras Abubakar	4	3.50
Scorch. Living Auras to put +0/+0 counters on a target creature, when X equals the creature's casting cost.						
Freezeback	AC	R	***	Nikki Torres	5	2.00
Counts on 0. 1. Choose a creature in your graveyard and remove it from the game. Put +8/+1 counters on Freezeback, when X equals the removed creature's casting cost. 2/1.						
Reflecting Ink	ART	R	****	Mark Poole	4	5.50
X. 1. Reflect cast targeting you to player of your choice (play once interrupt). 2. It is then the creature cast of target spell.						
Remove it	ART	R	**	Christopher Yeh	6	3.50
2, 1. Give target creature scorch +2/+0 until end of turn. Any scorches destroyed by target use has not been removed from game if it dies before the turn ends. Destroy. Remove of target use has been play before end of turn.						
Scorching	AC	R	**	Aras Abubakar	5	4.00
4. 1. Regain all damage done to you by being scorching until end of turn. 2/2.						
Shield of One	ART	R	***	Tom Whalen	2	5.00
5. 1. Bring an enchantment cast from your graveyard into your hand.						
Standing Stones	ART	R	**	Scottie Thompson	3	2.50
1, 1. Scorch 1 life to add 1 mana to your mana pool.						
Stone Colossus	ART	R	**	Andy White	5	4.00
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Tanned's Gyle	ART	R	****	Christopher Yeh	3	4.00
1. Scorch. Tanned's Gyle to remove all cards with target plays a graveyard from the game.						
Tower of Gazeal	ART	R	**	Ben Renos	2	2.00
1. Active target creature unblockable by walls until end of turn.						
Wall of Ice	ART	R	****	Quentin Hoover	4	3.00
2, 1. Examine a randomly chosen card from target player's hand. Gather the card to a level, the no player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wall of Ice may only be cast during controller's turn.						
War Surge	ART	R	****	Tom Whalen	4	4.00
2. Give target creature blockwalk until end of turn. 3. Target fight if War Surge leaves play this turn.						

BLACK

Aches to Ades	SRK	C	***	Bruce Gold	8B1	52
Remove face not affected abilities from the game and lose 5 life.						
Barbed	SRK	C	**	Aras Myrles	8B2	3.00
X, 1. Remove Ace X damage, half to you (round up) and half to my one (target board down) D/1.						
Big Bang	SRK	C	**	Ron Spencer	81	50
Flare 1/1.						
Big Bang	SRK	C	***	Ron Spencer	8	50
Cannot be blocked by walls. 1/1.						



Heavenly Gate, making all your opponent's creatures white, then cast Martyr's Cry, sending all white creatures to the graveyard. The only downside is that for every creature lost this way, the owner of that creature draws a card. It's OK, though, if your opponent starts with the "OH man, what will you do when I bring out" nonces, throw down a Bill of Fortune. That'll shut him up.

Card of Aethos	EA	R	*	Mok Peak	8B2	2.50
Controller of target until next turn. Target during upkeep or lose 2 life.						
Enter of the Dead	SRK	C	**	Aras Myrles	81	5.00
Choose a creature in any graveyard and remove it from the game. Enter into the Board. 3/4.						
Fallen	SRK	C	**	Aras Myrles	8B1	2.50
Bring controller's upkeep, does 1 damage to every opponent if he has currently destroyed 2/3.						
Frankenstein's Abomination	SRK	R	**	Aras Abubakar	8B1	8.00
Take 1 creature from your graveyard and remove from the game when casting. Frankenstein's Abomination is a creature. 1 to each creature returned from the game in this way, per Frankenstein's Abomination's prompt. +2/+0, +1/+1 or +0/+2. 2/1.						

Name/Description	Krit	Entry	Rating	Attr	Cost	Price
Gate Robbers R: Chase on arrival as you revealed and remove it from the game. Take 2 Me 1/1.	SC	R	***	Quarter Heaver	581	4.50
Impurities Essence target player's hand. Do 1 damage to each white card in hand.	SR	C	***	Atak Modoks	52	50
March Gies Make of creatures 2/4 until end of turn.	HS	C	***	Douglas Shies	6	50
Mark Swiflers If Mark Swiflers attack and are not blocked, they gain +2/+0 2/2.	SC	C	***	Dow Jicks	83	50



■ The Nether Shalkow is one of the few creatures that can attack the turn it's summoned. On top of that, it instantly reincarnates itself whenever three creatures are over it in the graveyard! With four in play, you're almost guaranteed a continuous supply of little critters. Great way to feed the Loyal of the Pit.

Banders Race Target: Sacrifice "Me when casting Banders Race, where "is of cost the total number of white cards of your opponents' team in play out of their graveyard."	SC	R	***	Quarter Heaver	82	4.50
Bay Mee If, I, Essence appears a hand, Opponent cast randomly decay a creature, if any on in hand 2/1.	SC	R	***	Barrel Gelles	882	7.00
Senses of the With At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Suffers 2 Me during your upkeep as Senses of the With is destroyed.	ES	R	**	Jeppo Myllars	889	5.00
Beck Hoves Each turn, destroy threat damage (each turns 1/2).	SL	U	***	Barrel Gelles	881	4.50
Word of Binding Top X creature.	SR	C	***	Ran Spacoo	881	5.00
Warms of the Earth We no land may be put into play. During any upkeep, any player may destroy Warms by specific me 2 level or 5 Me.	ES	R	**	Arson Modoks	882	5.50

BLUE						
Amocks Essence target player's hand. Target decays all non-red cards in hand.	SR	U	***	Atak Mod	U/63	4.00
Apprentice Wood I, T Add 3 to your mana pool (only as an interrupt). 0/1.	SC	C	***	Den Fricker	881	5.00
Daes of Many When casting Daes of Many, choose a creature and in play. Put a token creature in play and treat it as if you have just summoned it directly to the target creature. Within the same a lance of Many times play, both must be destroyed. Pay 10 during upkeep as Daes of Many. 1/1 1/1.	ES	R	**	Sorbo Evergreen	88	4.50
Deep Waters All creatures existing leads under your control produce 1 until end of turn instead of their usual mana.	HS	C	***	Jed A. Strages	88	50
Overseed R: Regenerate 1/1.	SC	C	*	Quarter Heaver	88	50
Electric Gd R: Give 1st +2/+0 and Electric Gd does 1 damage to you. Lose 1 Me when summoning Electric Gd. 1/1.	SC	R	**	Arson Modoks	U	2.00
Enrison Destroy target land unless its controller pays 3 in sorceries 1 Me during upkeep.	EL	C	***	Pete Fraters	880	50
Eye UB: Top target non-flying creature.	ES	U	***	Quater Heaver	8	2.50
Ghost Ship Flying UB: Regenerate 2/1.	SC	C	***	Tam Whitstrand	882	50
Ghost Shark When Ghost Shark Me to or is blocked by a creature that has been destroyed this turn, Ghost Shark gets +2/+0 and trample until end of turn. Ghost Shark cannot attack unless opponent controls an island. Ghost Shark is banished immediately whenever its controller controls no islands. 4/1.	SC	C	***	Tam Whitstrand	85	50
Ironwood SC R	SC	R	***	Mak Tates	88885	0.50
Ironwood Temple: Ironwood enters play tapped. Sacrifice two islands during upkeep to untap Ironwood. See effect two islands to attack with. 16/10.	SC	R	**	Douglas Shies	881	4.00
Mara Vortex Sacrifice a land while casting Mara Vortex or it is casted. All players who named land must cast rifice a land during upkeep. Mara Vortex is destroyed whenever there are no lands in play.	ES	R	***	Quater Heaver	U	5.00
Mid Bank Do 2 damage to each player. Physics may discard up to 3 cards. Each discarded card prevents 1 damage from that bank to that player.	SR	R	**	Atak Mod	U	5.00
Psytic Allergy Choose a color when Psytic Allergy is cast. Do 2 damage to each card of that color on opponent's cards during its set-up upkeep. Sacrifice two islands during your upkeep or destroy Psytic Allergy.	ES	R	***	Atak Mod	883	5.50

Name/Description	Krit	Entry	Rating	Attr	Cost	Price
Ripide Top of blue creature.	HS	C	**	Body Apfordelli	U	50
Sankia City All blue creatures gain +1/+1. Pay UB during upkeep as Sankia City.	ES	C	***	Jeppo Myllars	88	50
Tough Gely Target creature stays tapped during setup phase if it attacked last turn. Top target creature when Tough Gely cast 1/1.	EL	C	**	Rak Swiflers	U	2.00
Water Wars Water Wars gains +3/+1 if opponent controls an island 1/1.	SC	C	**	Ran Spacoo	U	5.50

GREEN						
Carrawack Plant 4/5.	SL	C	***	Quarter Heaver	63	50
Eyes of Deep Scales I Add 1B to your mana pool and lose 1 Me (only as an interrupt). 1/1.	SL	R	***	Jeppo Myllars	6	3.00
Gaea's Breath You may put one extra land into play in each of your turns. If that land is a look forest. Sacrifice Gaea's Breath to add GG to your mana pool (only as an interrupt).	ES	C	***	Atak Mod	88	1.00
Hollow Path All green creatures gain combat.	ES	R	***	Rak Swiflers	88882	4.50
Iron Lanches Feed mite 2/2.	SC	C	**	Quarter Heaver	882	50
Lanker Lanker cannot be the target of spells unless it attacked or blocked this turn 2/3.	SC	R	**	Arson Modoks	82	5.00
Marsh Wren Opponent takes 2 poison creatures when destroyed by Wren. Opponent loses whenever he or she has 1B or more poison creatures. 1/2.	SC	C	**	Ran Spacoo	83	50
Hull Stron GGG, T Regenerate target creature 2/2.	SC	R	**	Outlander Rank	886	5.00
People of the Woods "Number of lands controlled by controller of People of the Woods 1/1."	SC	R	**	Dony Tackis	88	3.50
Sevens Eyes GG, T Destroy target instant land 1/1.	SC	C	**	Ran Spacoo	U	5.00
Scorwood Boats Framework, GG, T Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact unless Scorwood Boats leaves play 2/2.	SC	R	***	Atak Mod	882	5.50
Scorwood Ring GGG, T Give target creature forestwalk until end of turn. T Remove forestwalk from target creature until end of turn. 3/1.	SC	R	***	Arson Modoks	81	3.80
Scorwager Falls G) Sacrifice Scorwager Falls to destroy target artifact. 1/1.	SC	C	***	Dony Tackis	6	50
Spring Sky GG, lose 1 Me during each end of turn. If this ability is not cast, every creature blocking or blocked by Spring Sky gains first strike until end of turn. 2/4.	SC	R	**	Arson Modoks	881	2.00
Trucker GG, T Trucker does damage equal to its power to target creature. Target creature does damage equal to its power to Trucker. 2/4.	SC	R	***	Jed A. Strages	881	6.50
Woods All removal creatures (killing or blocked by target creature are destroyed after combat.	EL	C	**	Tam Whitstrand	881	1.00
Whisperer GG, T Target creature may not regenerate or be the target of damage preventing or damaging effects or effects. If target creature goes to the graveyard, remove it from the game. 1/1.	SC	R	***	Douglas Shies	8	3.00
Wormwood UB: Iron Wormwood tramples swamps until end of turn and lose 2 Me. UB: Iron Wormwood tramples forests until end of turn and lose 2 Me. 4/4.	SC	R	***	Jeppo Myllars	882	5.50

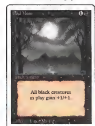
RED						
Dark Heart of the Wood Sacrifice a forest to gain 2 Me.	ES	C	***	Christopher Rank	86	3.0
Mark Golden Swampwalk 1/1.	SC	C	**	Quarter Heaver	88	50
Scorwood Gables 2/2.	SC	C	**	Ran Spacoo	88	50

RED						
Red Lightning Temple: Red Lightning may attack at the time in which it is summoned. Burn Red Lightning at the end of the turn in which it was summoned. 6/1.	ES	R	***	Quarter Heaver	888	12.00
Red Blood First of non-red cards into basic creatures while Blood flows in play.	ES	R	***	Tam Whitstrand	82	8.00
Devilers of Fire UB: Do 1 damage to any target as well as 1 damage to you. 3/2.	SC	R	***	Atak Mod	881	3.50
Eye People Case: People get +1/2 until end of turn when they are declared on attack. UB: T Give target opponent mana burn until end of turn. 1/4.	SC	R	***	Dony Tackis	881	3.00
Essential Flame Destroy your opponent by the number of mantras you control. Lose half that amount of life, remaining up 1/3.	SR	R	*	Atak Mod	881	5.50
Fire Bricks Flying R -1/-1 until end of turn. Only 1 Me can be used in this manner. 1/2.	SC	R	**	Christopher Rank	881	2.50
Flares Burn target land or creature.	ES	C	***	Douglas Shies	883	50
Goblin Ganes If target land is a basic creature, all Goblin Ganes gain +2/+2.	ES	C	**	Dony Tackis	881	50
Golden Battering T Sacrifices Battering flame to destroy target wall. 1/1.	SC	C	**	Ran Spacoo	8	50
Golden Rose 2/2.	SC	C	**	Mark Tackis	82	50

Name/Description	End	Barty	Rating	Artist	Cost	Price
Golden Rock Shield Temple: Rock Shield may not attack unless opponent controls at least one mountain. Rock Shield does not warp if it attacks you last turn. 2/1*	SC	C	**	Dennis DeBevoise	R1	5/8
Golden Shrine I target land is a stone mountain, all Golden gets +1/+0. Does 1 damage to all Golems if it loses play.	SC	C	***	Ron Spencer	R1	5/8
Golden Wizard 1. He is a Golem from you land directly into play. Target target Golem if it was not just summoned. If I lose target Golem protection from white until end of turn. 1/1.	SC	U	**	Daniel Skalet	R1	6/8
Golems of the Fog Mountainous. Buy Golems of the Fog. This card costs only one Dunes. 1/1.	SC	C	***	Tom Waterstead	R	5/8
Infuse Do 4 damage to all planes out of existence.	INS	R	***	Bobby England/Fox	R1	6/8
Mesa Clock Do one target play. You and he go the deck top a card. Any player whose card comes up this turn wins a life. Target player's cards come up lands simultaneously.	SR	R	**	Mark Tuba	R	4/5
Old General 1. Sacrifices an Old Golem to give all Olds +1/+1 until end of turn. 2/2.	SC	U	***	Jagan Mytan	R2	3/8
Saves of the Plane 1. Add R to your mana pool (play or in island). 2/2.	SC	U	***	Jagan Mytan	R1	3/8

CONTRACT

Angry Mob Temple: Being Angry Mob's controller's turn. "total number of swarms of opponents control otherwise, "all, 2+7/1"	SC	U	****	Steve Tarkenton	WW3	4/5
Head of the Martyr Until end of turn, you may not change dice to your contracts to yourself instead.	INS	U	**	Christopher Barb	WW	3/8
Seawards Target creature may not attack unless its controller spends 3. This is equivalent to the creature to attack must also be sent.	SC	C	**	Pat Veritas	W	5/8
Shoreside All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life you land to be saved.	SC	R	***	Pat Veritas	WW	5/8
Swat to Dead Remove any two target entities from the game.	SR	C	***	Steve Tarkenton	WW1	5/8
Exorbitant W. I. One-way target black creature. 1/1.	SC	R	**	Steve Tarkenton	W	7/8
Fasting Take 2 life if you skip your draw phase. Destroy fasting if you draw a card in any session or when it has been in play for 5 of your upstages.	EN	U	**	Douglas Shales	W	3/8
Festival Opponent may not declare an attack first turn. Play during opponent's upstage.	INS	C	**	Mark Tuba	W	5/8
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. His and someone may not be used unless opponent has declared an attack that turn.	INS	U	**	Jeff A. Manges	WW3	2/5
Holy Light Use all available creatures. 1/1 until end of turn.	INS	C	**	Steve Tarkenton	W2	5/8
Knights of Honor Protects from red, landing 2/2.	SC	R	***	Christopher Barb	WS	6/5



A Breeding Pit is a neat 0/1 enchantment that can pump out 0/1 black Thrulls, but combine that with some Bad Moons—which give all black creatures a +1/+1—and you create a swarm that'll make your opponents' sleep less short.

Merby's Cry Remove all white creatures from the game. Each player must draw a card for each white creature lost in the sacrifice.	SR	R	***	Jeff A. Manges	WW	4/5
Miracle Worker 1. Destroy target enchantment as one of your creatures. 1/1.	SC	C	***	Ron Spencer	W	5/8
Warls Use all attacking creatures +1/+1 until end of turn.	INS	C	**	Mark Tuba	WW1	5/8
Wizards Binding. Not strike. 1/1.	SC	C	**	Dennis DeBevoise	W1	1/8

Prisoner 1. Give control to an opponent's creature. Opponent chooses which creature you control. If Prisoner enters at home play, you lose control of creature. You may choose to have Prisoner trapped.	SC	C	***	Dennis DeBevoise	WW1	11/8
Setup 1/2.	SC	C	***	Dennis DeBevoise	W1	3/8
Thriller's Crusade All Golems are destroyed.	SC	R	*	Dennis DeBevoise	WW1	2/8
Which Healer 1. Which Healer does 1 damage to target player. WW1. If Ribbon target creature opponent controls to owner's land. Destroy enchantment on target creature. 1/1.	SC	U	****	Jagan Mytan	WW2	8/8

LANDS

City of Shadows 1. Remove one of your creatures from the game and put 1 creature to City of Shadows. 1 Add 1 colorless mana to your mana pool, with X equaling the number of creatures on City of Shadows.	LAN	R	**	Tom Waterstead	5/5
Mesa of the Islands 1. Untap target already untapped. Creature neither deals nor scores damage as a result of creature.	LAN	R	****	Arwen Madsback	6/5
Sole Stratos 1. 1. Remove target creature you control from game (play or in island). Doing nothing, sacrifice Sole Stratos to return all creatures in lost removal from game to play. Treat those creatures as if they were just summoned.	LAN	R	**	Christopher Barb	7/8
Sorens's Park 1. Exchange two of opponent's blocking creatures without creating or illegal block. Whenever Sorens's Park is tapped, do 2 damage to you and 2 to each creature you control.	LAN	R	**	Bobby England/Fox	3/5

FALLEN EMPIRES

Booths Park	\$1.50
Business Star	\$7.00
Full Set (187)	\$40.00

Name/Description	End	Barty	Rating	Artist	Cost	Price
Angelic 1. 1. Sacrifices creature to deal 2 damage to my target.	EN	R	***	Feather Hatusa	1	2/8
Behn of Resonance 1. 1. Sacrifices Behn of Resonance to take 2 life. We prevent up to 2 damage to my target.	EN	R	**	Margaret O'Brien	2	2/8
Conch Shell 1. 1. Sacrifices Conch Shell to draw 2 cards. Place any single card from your hand back on top of your library.	EN	R	**	Phil Foglio	2	1/5
Del's Castle 1. 1. Sacrifices Del's Castle if target creature you control attacks and can't blocked, you may total its power in life. If so, it deals no damage to opponent this turn.	EN	R	**	Mark Tuba	8	1/5
Del's Castle 1. 1. Sacrifices Del's Castle if target creature you control attacks and can't blocked, it deals no damage to opponent this turn, instead put a cube counter on Del's Castle. Play 2 and remove a cube counter to regenerate a target creature.	EN	R	**	Mark Tuba	8	1/5
Domestica Cycle 2. 1. Randomly discard a card from your hand to regenerate target creature.	EN	R	**	Edward Beard	2	2/8
Elena Lynn 1. 1. Sacrifices Elena Lynn to make a target creature +2/+2 until end of turn.	EN	R	**	Jagan Mytan	2	1/5
Impressions of Sacrifice 1. 1. Sacrifices Impressions of Sacrifice to add 2 mana of any color to your mana pool.	EN	R	***	Margaret O'Brien	2	2/8
King of Resources S. T. Randomly discard a card from your hand to draw two cards.	EN	R	****	Douglas Shales	5	2/5
Spirit Shield 2. 1. Make target creature +0/+2 as long as Spirit Shield is tapped. You may have Spirit Shield tapped during your upstage phase.	EN	R	***	Scott Brundson	3	2/8
Talysen Sward S. T. Make target creature +2/+0 as long as Talysen Sward is tapped. You may have Talysen Sward tapped during your upstage phase.	EN	R	***	Scott Brundson	3	2/5

THE WIZ

Arwen's Trail 1. Sacrifices Arwen's Trail to add a +1/+2 counter to target creature. Artists: Scott Brundson, Jeff A. Manges, Ron Spencer, Pat Veritas. 1/3.	SC	C	****	Melvin	R1	5/2
Boat Trail 1. Sacrifices Boat Trail to add 88 to you mana pool. Artists: Jagan Mytan, Phil Foglio, Richard Foglio-Ferguson. 1/2.	SC	C	*	Melvin	R	5/8
Breeding Pit Put a 1/1 Thrull token in play at the end of each of your turns. Play 88 during upkeep as long as Breeding Pit is in play.	EN	U	****	Arwen Madsback	R5	2/8
Breeds You may sacrifice any number of Breeds to regenerate target creature.	SC	R	**	Arwen Madsback	R5	2/8
Elan's Power Temple: Not strike. Put a 2/2 counter on Elan's Power during upkeep. Sacrifices one creature that may attack to remove a 2/2 counter, adding a +1/+0 counter if it has a cost of 5/5.	SC	R	***	Bobby England/Fox	R4	3/5
Evans to Sward Target player randomly discards two cards in hand. Artists: Lee DeBevoise, Dennis DeBevoise, Scott Brundson, Susan Van Camp.	SC	C	****	Melvin	R5	5/2
Infants of the Blood-Red 1. Add 8 to your mana pool (play or in island). Rare Infants of the Blood-Red if more than 3 is spent this way in your turn. Artists: Lee DeBevoise, Jagan Mytan, Phil Foglio, Heather Hanson. 1/1.	SC	C	***	Melvin	R	5/2

*W/ = Wizards/Warrior; A/C = Artifact/Contract; G = Golem; H = Hero; I = Island; L = Land; M = Mountain; O = Other; P = Power; R = Rare; S = Swamp; T = Temple; U = Uncommon; V = Village; W = Wizard; X = Extra; Y = Young; Z = Zone; A = Artifact; C = Contract; D = Deck; E = Emblem; F = Field; G = Golem; H = Hero; I = Island; J = Jewel; K = Knight; L = Land; M = Mountain; N = Name; O = Other; P = Power; Q = Quest; R = Rare; S = Swamp; T = Temple; U = Uncommon; V = Village; W = Wizard; X = Extra; Y = Young; Z = Zone.

Name/Description	Kind	Rarity	Cost	Mana	Cost	Price
Abolish Thrall	SC	C	**	Abolish	881	50
If Abolish Thrall attacks without being blocked, you may sacrifice it to have the player who attacks to discard three cards. If so, Abolish Thrall deals no damage. <i>Artists: Heather Horton, Richard Kline-Ferguson, Mark Taba</i> 2/2						
Acid	SC	C	**	Abolish	881	50
If Acid attacks without being blocked, you may sacrifice it to bury a target creature, controlled by the player who attacks. If so, Acid deals no damage. <i>Artists: Christopher Kirk, Ron Spencer, Drew Taylor</i> 2/2						
Order of the Ebon Hand	SC	C	****	Multiple	88	50
Protection from white. BB +1/+4 until end of turn. If first strike spell cast of turn. <i>Artists: Melissa Benson, Christopher Kirk, Ron Spencer</i> 3/1						
Seed Ceremony	SOR	U	****	Anthony Waters	88	1 50
Increase a creature from the game to get a creature from your graveyard as if you sacrificed it. +2/+2 counters to this creature if the spell was removed from the game. <i>Artists: Christopher Kirk, Ron Spencer</i> 3/1						
Thrill Champion	SC	U	***	David Golez	84	2 50
All Thrills get +1/+1. T: Take control of target Thrill. When Thrill Champion leaves your control or leaves play, you lose control of Thrill Champion. 2/2						
Thrill Retriever	U	C	***	Ron Spencer	81	1 00
Give target creature +1/+1. Sacrifice Thrill Retriever to regenerate the creature. It costs 2.						
Thrill Virus	SC	U	**	Jason Mochizuki	82	50
If a creature target this spell unless another spell is cast on it or 3 players are interrupted. 1/1						
Tamoad's Charm	EN	U	**	R. Jason-Ferguson	80	50
Do 3 damage to any player who puts a forest into play without putting a 1/1 creature on a creature to control.						
Tamoad's Gate	U	R	**	Sandra Goughman	80	3 00
You may only cast Tamoad's Gate on a land you control. Sacrifice a Thrill to put its land creature on target land. Whenever a land creature dies, sacrifice Tamoad's Gate when there are no land creatures on it. T: Tap the land Tamoad's Gate is on to give all your attacking creatures +2/+1 until end of turn.						

BLUE

Deep Spore	SC	U	***	Ash Taba	805	1 00
Example: T: Tap 2 cards from your hand and put them in your graveyard during upkeep or during Draw Spore. If Deep Spore may not be target of spells or effects until end of turn. Tap Deep Spore if it was untapped. Do not untap Deep Spore is normal during your next upkeep phase. 4/5.						
High Tide	INS	C	****	Abolish	U	50
All attack powers are modified 1/1 until end of turn. <i>Artists: Jason Mochizuki, Drew Taylor, Amy Weber</i>						
Homestead	SC	C	***	Abolish	82	50
Put a land creature on Homestead when bringing it into play and during upkeep. Formed gets +1/+1 if it has one land creature and +1/+1 when it has three land creatures. Remove all creatures unless there are four land creatures on Homestead. <i>Artists: Quentin Hayes, Heather Horton, Mark Taba, Ryan Workman</i> 2/2						
Homestead Invasion	SC	R	***	Amy Weber	882	2 50
T: Tap target creature 2/1						
Homestead Separating Spell	EN	U	***	Douglas Skider	88	1 00
[U] Sacrifice a blue creature to put X Counters, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						



Yeah, Howl from Beyond can go in and eat away at your opponent's life points, but it can also save you from taking a beating. Have a big boy like the Obsidian Golem coming your way? Block with your Elvish Archers and Howl away. The Golem gets enraged; the Elves flee to fight again.

Homestead Warfare	SC	C	*	Abolish	84	50
If Homestead Warfare may not be the target of spells or effects until end of turn. If Homestead Warfare is untapped, tap it. Do not untap Homestead Warfare is normal during your next upkeep phase. <i>Artists: Emily Zepher-Frost, David Golez, Douglas Skider</i> 3/3						
Warzone	SC	C	***	Abolish	882	50
Put 3 red counters on Warzone when it is cast. Target creature does not untap as normal if any counters remain. Creature's abilities may give costing cost of target creature to remove cards from library. <i>Artists: Richard Kline-Ferguson, Margaret Goughman, Drew Taylor, Pete Ventres</i>						
Wave Barbs	SC	R	****	Douglas Skider	88	2 50
If five blue mana is sacrificed until end of turn 2/1.						

Seething	SC	U	***	Amy Weber	881	2 50
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seething leaves play, loses your control, or becomes untapped. You may choose to leave Seething tapped. <i>Artists: Bryan Workman</i> when you have no islands. 6/1						
Sepulcher Pest	SC	U	***	Ron Spencer	81	50
[U] T: Target creature may not be targeted by spells or effects until end of turn. You lose ability until during upkeep. 2/1.						
Told Him	SC	C	**	Abolish	88	50
If all of your creatures that are blocking attacking creatures get first strike until end of turn, attacking players may only 1 for each blocking creature to prevent Told Him from impacting the strike to that creature's block. <i>Artists: Bob Alexander, Drew Weisner, Sandra Goughman</i>						
Told Influence	EN	U	**	Tom Wernstedt	82	50
T: 1 red counter on Told Influence when casting T and during upkeep. When there is 1 blue counter on Told Influence, all blue creatures get +2/0. When there are 3 blue counters, all blue creatures get +2/+2. Remove all blue counters when there are 4 on Told Influence.						
Yaldien Knight	SC	R	****	Sean Van Camp	807	4 00
First strike. If five Yaldien Knight being played until end of turn. <i>Artists: Nancy Newbery-King</i> whenever you control no islands. 2/2						
Yaldien Mage	SC	C	***	Sean Van Camp	80	50
U, T: Casts a target spell unless another spell is cast on it. 1/1						
Yaldien Soldier	SC	C	**	Wesley Kimmel	81	50
<i>Artists: Melissa Benson, Richard Kline-Ferguson, Jeff A. Manges, Sean Van Camp</i> 1/2						
Yaldien War Machine	SC	R	****	Amy Weber	881	3 50
Tap target Machine you control to allow the Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Mordok tapped in this creature stay on destroyed. 6/4.						

GREEN

Drive Through	EN	C	***	Multiple	8	50
G, T: Give target Mordok +1/+1 until end of turn. <i>Artists: Bob Alexander, Mark Taba, Pete Ventres, Tom Wernstedt</i>						
Elvish Hammer	SC	R	***	R. Jason-Ferguson	81	2 50
Put a green counter on Elvish Hammer during upkeep. Remove 3 green counters to get a Sepulcher token, which is a 3/1 green creature, into play. Sacrifice a Sepulcher to gain 2 Ho. 0/2.						
Elvish Horde	SC	C	***	Multiple	81	50
G, T: Target creature does not untap normally during controller's untap phase. <i>Artists: Jason Mochizuki, Mark Taba, Sean Van Camp</i> 1/1						
Elvish Spear	SC	C	***	Multiple	8	50
G, T: Untap a target attacking creature under your control. Creature enters deck no more damage in combat. <i>Artists: Mark Taba, Christopher Kirk, Pete Ventres</i>						
Frost Thilled	SC	U	**	Rob Mearns	882	2 00
Put a green counter on Frost Thilled during upkeep. Remove 3 counters to regenerate Frost Thilled. 6/3						
Fungal Bloom	EN	R	****	David Golez	86	4 00
[U] Put a green counter on target Fungus.						
High Salt	EN	C	***	Multiple	86	50
T: Take two creatures in your graveyard and remove them from the game to get a Sepulcher token, which is a 1/1 green creature, in play. <i>Artists: Sandra Goughman, Heather Horton, Drew Taylor</i>						
Spore Cloud	INS	C	***	Multiple	82	50
Tap all blocking creatures. The creatures in combat deal damage this turn. No creatures stay in combat until it is normal during this controller's next untap phase. <i>Artists: Jozep Mylars, Sean Van Camp, Amy Weber</i>						
Spore Flower	SC	U	***	Margaret Goughman	86	50
Put a green counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 6/1.						
Thilled	SC	C	**	Abolish	6	50
Put a green counter on Thilled during upkeep. Remove three counters from Thilled to get a Sepulcher token, which is a 1/1 green creature, in play. <i>Artists: Edward Reed II, David Golez, Jozep Mylars, Ron Spencer</i> 1/1						
Thilled Devotion	SC	U	**	Ron Spencer	881	1 00
Put a green counter on Thilled Devotion during upkeep. Remove three counters to get a Sepulcher token, which is a 1/1 green creature, in play. Sacrifice a Sepulcher to make Thilled Devotion +1/+2 until end of turn. 2/2.						
Thilled's Charm	EN	U	***	Michael Benson	861	1 50
Do 3 damage to any player who puts a creature into play without putting a 1/1 creature on a creature to control.						
Thilled's Curse	EN	U	**	Pete Ventres	86	2 50
After creature does not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other entry costs, to untap one and only one creature.						
Thilled's Deal	SC	U	***	Margaret Goughman	82	1 00
G, T: Sacrifice a creature to have your largest into 2/3 creature until end of turn. 0/1.						
Thilled's Mask	SC	R	****	Bryan Workman	882	3 50
T: Sacrifice a green creature to transform a target land into a forest land. 1/2.						
Thorn Thilled	SC	C	**	Multiple	807	50
During your upkeep, put a green counter on Thorn Thilled. Remove 3 counters to have it deal 1 damage to any target. <i>Artists: David Golez, Heather Horton, Jozep Mylars, Mark Taba</i> 2/2						

RED

Brooding Goo	SC	C	*	Multiple	82	50
Cannot be assigned to block. Creatures of power greater than 1. <i>Artists: Rob Alexander, Ron Spencer, Heather Horton</i> 3/2						
Dworne Invasion	SC	R	****	Bryan Workman	8	3 00
R, T: Discard a card from your hand to put a +1/+1 or a +1/+3 counter on target creature. 6/2						
Dworne Grasp	INS	U	***	Jeff A. Manges	83	1 00
Does 3 damage. Avoid not only coming all of your opponent's creatures (total count).						

Name/Description	Cost	Quality	Rating	Author	Cost	Price
Deveron Deaconess SC R •	Jeff A. Menges	R2	50			
R1: Give target Death +1/+0 until end of turn. 1/2						
Deveron Soldier SC C •	Jaquie Skala	R1	50			
If Deveron Soldier blocks or gets blocked by Dees, it gains +0/+2 until end of turn. 2/1.						
Golden Clergyman SC C •	Muliple	R2	50			
Sacrifice a Golden to regenerate a creature. Arts: Phil Foglio, Dan Frazier, David Soley 0/2.						
Golden Ffolia SC R •	Tom Whalen	R2	2.50			
At the start of the attack, pay R as a creature blocking is blocked by Golden Ffolia get hit twice until end of turn. 2/2.						
Golden Grenade SC R •	Muliple	R2	50			
Sacrifice a Golden to deal 5 damage to a target. Arts: Dan Frazier, Christopher Ross, Ron Sproule						
Golden Kites BR U •	Aaron Mendels	R1	50			
1. Give a target creature you control toughness no greater than 2 flying until end of turn. Otherwise they are immune to target's toughness. At end of turn, flip a coin: Any target creature of opponent wins flip.						
Golden War Drums BR C •	Muliple	R2	50			
Each attacking creature you control may not be blocked while it flows from two creatures. Arts: Dan Frazier, Bradley Hudson, Michael Fong-Fragson, Jeff A. Menges						
Golden Warfare BR R •	Neil Frazier	R2	3.00			
R2: Sacrifice two Golden to put 3 Golden tokens, which are 1/1 and creatures, in play.						
Grunk Captain SC U •	Mark Tulin	R2	50			
1. Choose target DC, then flip a coin. If opponent wins flip, target DC gets +2/+0 until end of turn. Otherwise, the DC gets -0/2 until end of turn. 1/1.						
Grunk Spy SC C •	Muliple	R2	50			
1. Look at the top 3 cards in target player's library. Return them in order. Arts: David Soley, Susan Van Camp, Pete Ventres 1/1.						
Grunk Veteran SC C •	Muliple	R2	50			
Cover is engaged to block white creatures of power greater than 1. R: Give Grunk Veteran last strike until end of turn. Arts: Melissa Beeson, Dan Frazier, Damien Hower, Douglas Skala 2/2.						
Grug SC R •	Daniel Coyle	R2	2.50			
Temple: Grug can not attack if opponent controls an untapped creature with power greater than 2. 4/5.						
Grunk Fury BR U •	Quinn Hoover	R2	50			
Grunk Fury may not be targeted by white spells or effects. Sacrifice on the to destroy all planes. Anyplanes any top a white creature to leave 1 in 2 planes from destruction. Any number of white creatures may be targeted for this purpose.						

CONTINUED

Grunk Monk SC C •	Muliple	R2	50			
W1: Prevent 1 damage to a player or creature. Arts: Edward Steel II, Lo Soderstrom, Aaron Mendels, Susan Van Camp 0/2.						
Grunk's Wrath BR C •	Anthony Waters	R2	50			
If target creature attacks and is not blocked it may deal 2-3 damage to any other target creature when X is the power of the creature Grunk's Wrath attacks.						
Grunk's Wrath SC C •	Muliple	WR1	50			
If target creature attacks and is not blocked, you may deal 2 damage to a target creature. If so, Grunk's Wrath deals no damage. Arts: Edward Steel II, Melissa Beeson, Richard Soley-Fogelson 2/2.						
Grunk's Wrath SC U •	Phil Foglio	R2	50			
1. Add W to your mana pool (play or as interrupt). Very Flexible: Prized if more than 3 is spent in this way in one turn. 1/3.						
Head of Indica SC R •	Rabeo Jensen	W5	5.50			
T: Top 3 target white creatures you control to destroy any target creature. 2/5.						
Hevonia BR U •	Mark Potts	R2	50			
Sacrifice a white creature to prevent attacking and destroy from blocking damage in combat this turn. The attacker may pay R2 to an attacking creature may deal damage normally.						
Hevonia's Ally SC C •	Muliple	R2	50			
1. Color blocking until end of turn. 1. Same first strike until end of turn. Arts: Edward Steel II, Christopher Rob, Douglas Skala, Dan Frazier 1/1.						
Hevonia's Ally SC C •	Muliple	W5	50			
When cast, put a purple counter on Hevonia. T: Remove the counter to deal 2 damage to any target. Arts: Edward Steel II, Melissa Beeson, Sam Eisenick 1/1.						
Hevonia's Ally SC R •	Pete Ventres	WR1	2.00			
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Hevonia's Ally SC C •	Muliple	W5	50			
Into 3 He when using and put 3 counters on Hevonia. During your upkeep, put a counter on Hevonia's Ally. Sacrifice Hevonia's Ally during your upkeep to gain 1 M as each counter on it. Arts: Edward Steel II, Melissa Beeson, Dan Frazier 0/2.						
Hevonia's Ally SC U •	Bob Faglia	W4	1.00			
Bands: 2/4.						
Hevonia's Ally SC U •	Drew Tucker	W5	50			
W1: Allow target creature +1/+1 until end of turn. 1/1.						
Hevonia's Ally SC C •	Muliple	W5	50			
1. Give target creature first strike until end of turn. Arts: Bob Alexander, Phil Foglio, Richard Soley-Fogelson, Douglas Skala 1/1.						
Hevonia's Ally SC R •	Heather Hudson	W3	2.50			
Bands, first strike. All creatures that band with Hevonia's Ally first strike until end of turn. 1/1.						
Hevonia's Ally SC R •	Tom Whalen	W5	4.00			
Put 4 Golden tokens, which are 1/1 white creatures, in play.						
Ordo of Indica SC C •	Muliple	W4	50			
Protective from Monk. W1: +1/+0 until end of turn. W1 first strike until end of turn. Arts: Emily Aquilino-Hill, Bryan Workman (two versions) 2/1.						

W/W	White/White	AR	Artifact	BR	Red/Red	GR	Green/Green	BL	Black/Black	UR	Blue/Blue	SC	Summon Creature
AC	Ambidexterity	EL	Elemental	BE	Beast/Beast	BN	Beast/Nature	BS	Beast/Spirit	UN	Uncommon	SC	Summon Creature
										US	Uncommon	SC	Summon Creature
										LN	Land	SO	Summon

Name/Description	Cost	Quality	Rating	Author	Cost	Price
LANDS						
Barrenlands BRU	R1	•••	Pat Armstrong	3.00		
Creatures into play tapped. You may leave Barrenlands tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Barrenlands BRU	R1	•••	Pat Armstrong	2.00		
Creatures into play tapped. You may leave Barrenlands tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Barrenlands BRU	U	•	Mark Potts	1.50		
Creatures into play tapped. T: Add R to your mana pool. T: Sacrifice Barrenlands to add RR to your mana pool.						
Barrenlands BRU	U	•	Mark Potts	1.50		
Creatures into play tapped. T: Add B to your mana pool. T: Sacrifice Barrenlands to add BB to your mana pool.						



Reincarnation, when cast upon one of your creatures that was just killed, allows you to bring one creature from your graveyard directly into play. Cast Reincarnation, then clear the board by casting Wrath of God, automatically giving you numerical superiority.

Barrenlands BRU	R1	•••	Mark Potts	1.00		
Creatures into play tapped. T: Add G to your mana pool. T: Sacrifice Barrenlands to add GG to your mana pool.						
Barrenlands BRU	U	•••	Pat Armstrong	2.50		
Creatures into play tapped. You may leave Barrenlands tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
Barrenlands BRU	U	•••	Pat Armstrong	3.00		
Creatures into play tapped. You may leave Barrenlands tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
Barrenlands BRU	U	•••	Bob Faglia	3.00		
1. Add 1 mana of any color to your pool. Barrenlands taps to prevent all end of turn.						
Barrenlands BRU	U	•••	Mark Potts	1.50		
Creatures into play tapped. T: Add W to your mana pool. T: Sacrifice Barrenlands to add WW to your mana pool.						
Barrenlands BRU	U	•••	Pat Armstrong	2.50		
Creatures into play tapped. You may leave Barrenlands tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Barrenlands BRU	U	•••	Mark Potts	1.00		
Creatures into play tapped. T: Add U to your mana pool. T: Sacrifice Barrenlands to add UU to your mana pool.						

MISCELLANEOUS

Area	LN	R	••••	Bob Alexander	3.00
3, 1, 1. Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if also had attacked and the other blocked in combat.					
Area	SC	R	••••	Lo Soderstrom	6.01
Target gets +2/+2 until end of turn if engaged or a blocker. 2/2.					
Area	SC	R	••••	Michael Whelan	8.02
Flying, haste. R: +1/+0 until end of turn. Very Flexible: Prized if more than 800 is spent in this manner in one turn. 1/1.					
Area	BR	R	••••	Melissa Beeson	8.02
If target creature is attacking, if any are blocked until end of turn. If target creature is blocking, it deals double damage to not taken damage from blocking creatures.					
Area	SC	R	••••	Aaron Mendels	8.01
Does not top to attack. 2/2.					

Name Rarity Rating Price Name Rarity Rating Price



LIMITED EDITION

Reactor Pack	\$2.00
Reactor Box	\$75.00
Starts Set	\$8.95

Name	Rarity	Rating	Price
Aluminati			
Adapt of Nations	C	*****	2.00
Revolution Illuminatus	C	*****	2.00
Remade Triangle	C	*****	2.00
Revelation Society	C	*****	2.00
Sonnet of Zurich	C	*****	2.00
Network, The	C	*****	2.00
Servants of Obedience	C	*****	2.00
Shogun's	C	*****	2.00
WFO	C	*****	2.00



Groups

Personality	Rarity	Rating	Price
Al Gato	C	**	.50
Bill Clinton	C	*	.50
Beyoncé	C	***	.50
Coast Crusade	R	****	4.00
Ben Dwayne	C	**	.50
Elvis	R	**	5.00
Rebel Cruise	U	**	2.00
George Bush	C	**	.50
Goats Ramones	C	**	.50
Hillary Clinton	C	**	.50
Inside Movies	C	***	.50
Jeanie Hollo	R	****	4.00
Renard Notberg	U	**	2.00
Playground Theater	U	**	2.00
Alaska Semotich	C	*	.50
Henry Reagan	R	**	4.00
Oliver North	U	**	2.00
Prison Classics	U	**	2.00
Protest Of	U	**	2.00
Ronald Reagan	C	**	.50
Ross Ford	R	**	4.00
Sullivan Power	U	**	2.00

Places

Beetl	C	**	.50
California	C	***	.50
Caustic	R	**	4.00
Center For Deceit Control	J	***	2.00
Chas	R	***	4.00
Democrat Park	U	**	2.00
England	C	**	.50
Finland	R	****	4.00
France	C	**	.50
Germany	R	****	5.00
Homes	C	**	.50
Hollywood	U	**	2.00
Japan	R	****	4.00
Italy	R	***	4.00
Japan	C	***	.50
Las Vegas	C	****	.50
Macintosh	C	**	.50
New York	U	****	2.00
Ohio One	U	***	2.00
Perseus	C	**	.50
Russia	C	**	.50
Silicon Valley	U	***	2.00
Steinbock	C	***	.50
Switzerland	C	**	.50
Texas	R	****	6.00
Wetson City	C	**	.50

Others

A.R.A.	C	**	.50
American Football Association	C	**	.50
AntiNuclear Artists	C	**	.50
Artists Artists	R	****	4.00
Bank of England	R	****	4.00
B.A.T.F.	U	**	3.00
Big Alvin	C	***	.50
Black Admirals	C	**	.50
Boyz Sprouts	C	**	.50
Cable TV	C	***	.50
Cable Multitaskers	R	****	4.00
CFAD	R	****	4.00
Church of Elvis	U	*	2.00
C.I.A.	R	****	5.00
Close Amigos	C	**	.50
Comic Books	R	**	2.00
Composted Wives	R	***	2.00
Conspiracy Theorists	C	****	.50
Cycle Gang	C	**	.50



Democrats	U	**	2.00
Demits	C	**	.50
Deprogrammers	R	****	4.00
Dials	C	***	.50
Ex-Families	C	**	.50
FF	R	***	4.00
Elders of Zion	R	****	4.00
Apply Vite	C	***	3.50

Name	Rating	Rating	Price	Name	Rating	Rating	Price
Bill Graham's for a Better Tomorrow	B	***	4.00	Edot San Ramon	B	**	2.00
Brookdale	C	***	50	Executives	C	***	50
FBI	C	***	50	Secretary Manning Carters	B	***	2.00
Federal Reserve	U	**	7.00	Songs and Lyrics	B	***	4.00
Forensic	U	**	2.00	Science Fiction Fans	C	***	50
Foreign Flavors	C	***	50	Secret Service	B	***	4.00
For Teachers	C	**	50	Secular Humanists	C	***	2.00
Food Music Company	C	***	50	Senators/Member of Congress	C	**	50
Federal Order	C	***	50	SNOW	B	***	5.00



Foot Book Society	B	***	4.00	Well Served	C	**	50
Gay Activists	U	***	3.00	Writers	C	**	50
Gillic Magicians	C	***	50	W.L.G.H.	C	***	50
Golfers Progress	R	***	4.00				
Gov Lobby	C	**	50				
Hackers	U	****	3.00				
Intellectuals	C	**	50				
International Coors Struggles	C	**	50				
International Communist Campaign	R	**	4.00				
International Workers Organization	U	***	2.00				
I.R.S.	U	**	2.00				
Jugglers	U	**	50				
Junk Mail	U	***	2.00				
KIX	C	**	50				
Knights	C	**	50				
L.A. Society	U	***	2.00				
Libertarians	R	***	5.00				
Logan Companies	R	****	4.00				
Loon Shirts	C	**	50				
Local Police Departments	U	***	2.00				
Mobian Assoc.	C	**	50				
Nato, The	R	***	6.00				
Naz in Black, The	U	**	6.00				
NHS	U	*	2.00				
Nobles	C	**	50				
Nordic Ministry	C	**	50				
Noroad	R	***	4.00				
Nutritional Oil Companies	U	**	2.00				
NUSA	U	**	2.00				
NUSA	R	***	4.00				
Nights of God	C	**	50				
Nites	C	**	50				
N.S.A.	B	**	6.00				
Nuclear Power Companies	C	****	50				
Offshore Banks	U	****	2.00				
OPIC	C	**	50				
Orlando	C	**	50				
Phone Company	U	**	2.00				
Phone Phreaks	C	***	50				
Polices	B	****	6.00				
Post Office	C	**	50				
Professional Sports	U	**	2.00				
Psychotics	U	****	3.00				
Rink Racers	C	**	50				
Riveting Industry	C	**	50				
Rod Cars	R	***	4.00				
Reformed Church of Satan	U	****	3.00				
Religious Books	C	**	50				
Republicans	U	**	2.00				
Riflemen	R	***	4.00				

Books

New World Orders

Bigger Business	U	***	3.00
Chick in Every Pot, A	C	**	50
Don't Forget to Smash the State	C	**	50
Energy Crisis	R	***	4.00
Tea and Leafing	U	****	2.00
Gen Control	U	****	2.00
Low and Deaf	U	***	2.00
Alley-Helmut Complex	C	***	50
Peace in Our Time	C	***	50
Political Correctness	U	**	3.00
Sobriety	C	***	50
Top Robbers	R	***	4.00
Prose and Poets of Light, A	U	**	2.00
World Hunger	C	**	50
World War 3	R	***	4.00



Books

Corporate Nations, The	C	***	50
Control Overload	U	****	3.00
Futurists	C	**	50
Hadron	C	****	50
Heart of Darkness, The	U	***	2.00
Hit for Peace!	R	****	4.00
Let Them Eat Cake!	U	***	2.00
Power for Its Own Sake	B	****	4.00

Name	Rarity	Rating	Price	Name	Rarity	Rating	Price
Power to the People	U	***	2.00	Equal!	C	**	.50
Up Against the Wall	R	***	4.00	Father Time	R	***	4.00
Others				Fast Thing like Oh, Let's Kill All The Lawyers	R	*	4.00
Agent of Mass	C	**	.50	Flower Power	U	****	2.00
An Hope	U	***	2.00	Good!	C	**	.50
Alone Allegations	C	***	.50	Football	U	***	2.00
Alternate Goals	C	***	.50	Forgery	U	****	2.00
An Offer You Can't Refuse	R	****	4.00	Pushing the Boundaries	U	****	2.00
And Start Again!	R	***	.50	Full Moon	U	****	.50
Angry	R	***	4.00	Rumble Henry	C	**	.50
Assault Conviction	R	***	4.00	Gregg Wit	U	****	2.00
Are We Having Fun Yet?	C	**	.50	George the Jester	C	**	.50
Assaulting Fantasy	C	**	.50	Guest Editor	U	****	2.00
				Good Pals	C	***	.50
				Disco's Support	C	***	.50
				Comics	R	***	4.00
				Honorable Vigils	C	***	.50
				Hot Link	C	***	.50
				Head in a Jar	U	***	2.00
				Hee	R	****	4.00
				Hides Influence	R	****	4.00
				Hit and Run	C	**	.50
				Home	U	**	2.00
				Humans	C	***	.50
				I Did	U	***	2.00
				Impacts	C	**	.50
				Intuition	C	****	.50
				Introductions	C	***	.50
				Interest Rates, The	U	***	.50
				Jake Day	C	**	.50
				Jihad	C	****	.50
				Just Say No	C	***	.50
				Ketchup is a Vegetable	C	***	.50
				Killer and Gender	C	**	.50
				Let's Get Organized	C	**	.50
				Let's Get REALLY Organized	U	***	2.00
				Let's You and Him Fight	R	***	4.00
				Liberal Agenda	C	**	.50
				Logic Bomb	R	****	4.00
				March on Washington	C	**	.50
				Market Manipulation	U	**	2.00
				Market Law	C	****	.50



Crop Circles

The 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th, 13th, 14th, 15th, 16th, 17th, 18th, 19th, 20th, 21st, 22nd, 23rd, 24th, 25th, 26th, 27th, 28th, 29th, 30th, 31st, 32nd, 33rd, 34th, 35th, 36th, 37th, 38th, 39th, 40th, 41st, 42nd, 43rd, 44th, 45th, 46th, 47th, 48th, 49th, 50th, 51st, 52nd, 53rd, 54th, 55th, 56th, 57th, 58th, 59th, 60th, 61st, 62nd, 63rd, 64th, 65th, 66th, 67th, 68th, 69th, 70th, 71st, 72nd, 73rd, 74th, 75th, 76th, 77th, 78th, 79th, 80th, 81st, 82nd, 83rd, 84th, 85th, 86th, 87th, 88th, 89th, 90th, 91st, 92nd, 93rd, 94th, 95th, 96th, 97th, 98th, 99th, 100th

By: [Author Name]



The Auditor from Hell

By: [Author Name]

Atomic Warfare	C	***	.50
Autism from Hell, The	C	***	.50
Be-Allah	C	***	.50
Bank Anger	U	***	2.00
Black! Green!	C	****	.50
Big Scam, The	C	****	.50
Big Satan, The	R	***	4.00
Bingo of Heaven	C	***	.50
Blatting	R	****	4.00
Blat!, Red, Teas and Sweat	C	**	.50
Belgium	R	***	4.00
Berthel Contact	U	***	2.00
Belvis	U	**	2.00
Car Bomb	C	***	.50
Celebrity Spokeness	U	**	2.00
Censures	U	***	2.00
Charismatic Leads	C	***	.50
Chicory Award	C	**	.50
Cine	U	****	3.00
Gold Fever	C	***	.50
Combined Diapers	U	***	3.00
Commitment	U	**	2.00
Computer Security	R	***	4.00
Computer Virus	U	**	2.00
Computer	R	***	4.00
Counter-Resolutions	R	***	4.00
Countdown	U	***	2.00
Cover of Darkness	R	****	4.00
Cover-Up	R	***	4.00
Crap Cities	C	**	.50
Crucial Speculation	C	**	.50
Dead Engine	R	***	4.00
Deep Agent	C	**	.50
Democracy	C	*	.50
Deuces for Democracy	U	***	2.00
Double Cross	C	***	.50
Early Warning	C	***	.50
Earthquake	C	***	.50
Eat the Rich	R	***	4.00
10 1/3 Minute Gap	R	****	4.00
Embodiment	R	***	5.00
Emergency Powers	C	***	.50
Epidemic	C	****	.50



Girls Magazine

By: [Author Name]



Perpetual Motion Machine

By: [Author Name]

Morley	R	****	.50
Mass Revolt	C	****	4.00
Media Blitz	C	**	.50
Media Connection	R	***	4.00
Messiah	R	****	4.00
Mother Snake	U	***	2.00
Murder Best Plus	C	**	.50
Murder Mystery	R	***	4.00
Mut. Invention	C	**	.50
Murphy's Law	U	***	2.00
Mutual Betrayal	C	**	.50
Mutualism	C	**	.50
New Symbols	C	***	.50
New Blood	C	***	.50
New Federal Bridge	U	****	2.00

Name	Rating	Bring	Price
New Idea, It's Mine Book!	R	****	4.00
Naked Poop Prize	C	***	.50
Nuclear Accident	C	***	.50
Openly Unkind	R	***	5.00
Dragon Coal, the Paper!	R	***	4.00
Paper!	C	***	.50
Phlegm of Doctors	R	***	5.00
Phlegm Games	B	****	2.00
Poison	C	***	.50
Poison Concepts	C	***	.50
Poison Grid	C	***	.50



Personal	C	**	.50
Periplegic Attack	C	**	.50
Politzer Prize	C	****	.50
Prigo	C	**	.50
Race of Frogs	B	***	2.00
Ranch Out	R	***	4.00
Road My Eyes	C	***	.50
Rod Stone	B	***	2.00
Rotfall	B	****	2.00
Reorganization	C	***	.50
Resistance to Unkind	R	****	5.00
Rosenthal	B	**	2.00
Rosenthal History	R	***	4.00
Sabotage	R	****	4.00
Save the Wholes	C	****	.50
Savings & Loan Scam	U	**	2.00
Scandal	R	****	5.00
Secret Babel, the	C	***	.50
Secrets Also Was Not (Secret to Know)	U	**	2.00
Secret the Secret	U	***	4.00
Self-Forgiveness	C	***	.50
Secret Investigating Committee	C	***	5.00
Shah Ford	C	****	.50
Singer	U	***	2.00
Squad of Violence	R	****	4.00
Stare and Right, the	R	****	4.00
Stealing the Plans	C	***	.50
Stack Split	C	****	.50
Stratagem 80	C	**	.50
Sucked Dry and Got Aired!	U	****	2.00
Sweeping Robbery	U	***	2.00
Sweepsman Peas	C	***	.50
Sweet Bank Account	C	****	.50
Talkshow of Awareness	C	***	.50
Ice Breaks	U	****	2.00
Tempest Strike	C	***	.50
Tidal Wave	C	***	.50
Time Warp	R	***	5.00
Tomato	C	***	.50
Unlucky 13	R	****	5.00
Unlucky!	R	****	6.00
Upheaval	C	*	.50
Volcano	U	***	2.00
Volunteer Aid	C	***	.50
Yacht Frontiers	C	**	.50
Yellows	C	***	.50
Yuck Link, the	R	***	4.00
Yuck Fun Pro, the	C	***	.50

Name	Rating	Bring	Price
Whequing Campaign	C	***	.50
Whisper Game	B	****	4.00
Wink Lip Victory	B	***	4.00

Resources			
Alga's Feather	C	***	.50
Art of the Lowest	B	****	4.00
Baylor	C	**	.50
Book of Kells	B	***	2.00
Brainiac Book, the	C	****	.50
Center for Word Studies	C	**	.50
Clapper Clap	C	***	.50
Crysal Skull	B	****	4.00
Cyborg Sables	B	***	6.00
Death Mask	B	****	2.00
Earthquake Proseur	C	**	.50
Elbow	B	****	2.00
Flying Scurvy	C	***	.50
Frog God, the	C	**	.50
Informations	C	**	.50
Ironies of Thor	C	**	.50
Hidden City	B	****	2.00
How's a Bet?	B	****	6.00
Holy Girl, the	B	****	4.00
Improbability Scam	B	****	4.00
Library at Alexandria, the	B	***	2.00
Luckless Months	C	**	.50
Mascots	C	***	.50
Melvin Mill	C	****	.50
Miscellaneous	B	***	2.00
Orbit! Mind Control Issues	C	*	.50
Propaganda Motor Attacks	B	****	6.00
Principles Biscuits	C	***	.50
Rogues Roamer	C	**	.50
Straud of Tuna	B	****	6.00
Southern	B	****	6.00
Space of Language	C	**	.50
Secrets Squad	U	*	2.00
Swindler 53	U	**	2.00
Weather Symbols	U	**	2.00
Words	C	**	.50



MISCELLANEOUS			
Games			
Play			
Great Pyramid, the	B	***	4.00
Others			
Psychic Abolishing Schemes	B	***	3.50
Trading Card Game	B	****	4.00
BOXES			
Bidding Game, the	B		
Client Sheet	C		
Deck Design	B		
Drawings	B		
Illustrated Book	B		
Play Scenarios	C		
To the Death	B		
World Computer 101	B		

STAR TREK THE NEXT GENERATION

Tell Limited Set (TSD) 5,000.00
 Tell Unlimited Set (USD) 265.00

There are 16 limited sets, which have black borders.
 Unlimited cards, which have white borders, are worth 0.35 times
 equivalent limited cost.

FEDERATION

Name	Type	Rarity	Price
Abbot (Tran)	PE	R	8.50
Accutron (Rebender)	PE	U	2.00
Agonix (Kobayashi)	PE	R	8.00
Alara (Opava)	PE	U	2.50
Boagrin (Moxwell)	PE	U	2.00
Bozley (Cubber)	PE	R	25.00
Callahan	PE	C	.50
Chapelard (Hobbes)	PE	C	.50
Comar (Weller)	PE	C	1.00
Deke	PE	R	50.00
Doran (Toll)	PE	R	21.00
Du La (Enge)	PE	R	5.50
Du La (Baker)	PE	R	6.00
D. Sole	PE	U	2.00
Ela (Pruett)	PE	U	2.00
Estamp	PE	U	2.50



Federation Outpost	EQ	C	1.50
Federation PH80	EQ	C	.50
Fleet Admiral (Sivatis)	PE	U	2.00
Guard (Enge)	PE	R	20.00
Grant	PE	C	2.00
Harwood (Bates)	PE	R	2.00
Jamieson (Pruett)	PE	R	70.00
Jeano (O'Shea)	PE	R	2.00
Kovack (Sivatis)	PE	R	1.00
K'Thany	PE	R	8.00
Leah (Baker)	PE	R	8.50
Lucia (Loren)	PE	C	.50
Luxembourg (Toll)	PE	R	9.50
McKaght	PE	C	2.00
Menden	PE	C	1.00
Morgan (Belcher)	PE	R	6.00
Olaf (de Barber)	PE	U	1.50
Orla (Jens)	PE	U	2.00
Nikola (Kacharika)	PE	U	2.00
Nova (Soh)	PE	U	2.00
Roginski (Barley)	PE	R	8.00
Richard (Gibbs)	PE	R	7.50
Rico	PE	R	2.00
Ro Loren	PE	R	10.00
Rosenberg	SH	C	1.00
Sank	PE	R	12.50
Sank	PE	R	4.50
Shelby	PE	R	8.00
Simon (Toll)	PE	C	.50
St. Isaac (Menden)	PE	R	8.00
Starr (Rosen)	PE	U	2.00
Stu (Jens)	PE	C	.50
Stevie	PE	U	2.00

Star Trek Type I: Fleet

Tell	PE	C	.50
Ten (Loren)	PE	R	7.00
Tesler (Enge)	PE	R	14.00
Tevak	PE	C	.50
Thomas (Rico)	PE	R	30.00
Tully (Reed)	PE	U	1.00
T'Pol	PE	U	2.00
Type II Starfleet	SH	C	.50
U.S.S. Britain	SH	R	10.00
U.S.S. Eukalypta	SH	R	50.00
U.S.S. Excelsior	SH	C	2.00
U.S.S. Galaxy	SH	C	2.00
U.S.S. Hood	SH	R	10.00
U.S.S. Miranda	SH	C	.50
U.S.S. Nautilus	SH	C	.50
U.S.S. Obol	SH	C	.50
U.S.S. Phoenix	SH	R	12.00
U.S.S. Sutherland	SH	U	3.00
U.S.S. Yamato	SH	R	14.00
Yoda	PE	R	8.50
Whiskey (Cubber)	PE	R	25.00
Wilcox T. Riker	PE	R	25.00
Wolf	PE	R	26.50

KLINGON

Name	Type	Rarity	Price
Ar'la	PE	U	2.50
Arnd	PE	C	.50
B'Thor	PE	R	10.00
B'rik	PE	C	1.00
Brek	PE	C	2.00
Buath	PE	C	2.00
Caan	PE	R	10.00
Tal'Vek	PE	U	2.00
Garok	PE	C	.50
Garzon	PE	R	15.00
K.E.C. Barro	SH	R	8.50
K.E.C. Berek	SH	R	8.00
K.E.C. Hagh'ra	SH	R	7.50
K.E.C. K'Vah	SH	C	2.00
K.E.C. Pugh	SH	R	8.00
K.E.C. Qu'Yar	SH	R	8.50
K.E.C. Var'Che	SH	C	2.00
K.E.C. Vira	SH	R	2.50
Y'Jilam	PE	C	2.00
Wak'ras	PE	R	7.50
Wojan	PE	R	6.50
Yell	PE	U	2.00
Yog	PE	C	1.00
Y'ing	PE	C	1.00
Klingon Outpost	EQ	C	.50
Klingon PH80	EQ	C	.50
K'Thany	PE	U	1.00
K'Thany	PE	U	1.00
Kovack	PE	U	2.00
Kovack	PE	U	2.00
Kovack	PE	U	1.00
K'Val	PE	U	1.00
K'Val	PE	C	.50
K'Val	PE	R	5.00
K'Val	PE	R	8.50
K'Val	PE	U	1.50
L'Tor	PE	U	1.50
L'Tor	PE	R	9.00



Mong	PE	U	1.00
Nu'Qing	PE	U	2.00
Tai	PE	U	1.50
Tank	PE	U	2.00
Tard	PE	U	1.50
Tate	PE	C	1.00
Tech	PE	U	2.00
Volcan	PE	C	.50



ROMULAN

Name	Type	Rarity	Price
Alden (Jank)	PE	R	6.50
Barkin	PE	R	2.50
D'Vorak	SH	C	.50
Quinn	SH	R	10.00
Goldfarb	PE	C	.50
Hedrick	SH	R	9.50
Jano	PE	C	.50
Jano	PE	C	.50
Whizzo	SH	R	17.00
Alardik	PE	R	6.50
Alrek	PE	U	2.00
Alvon	PE	U	2.00
Harv	PE	U	1.00
K'Vik	PE	U	1.50
Pugh	PE	C	.50
Pradik	PE	U	2.50
Pruss	PE	R	2.00
Ri	SH	C	8.00
Romulan Outpost	EQ	C	.50
Romulan PH80	EQ	C	.50
Romulan PH80	EQ	C	.50
Sonno (Reed)	SH	C	1.00
Suut (Vand)	SH	C	.50
Sulu	PE	R	27.00
Sulik	PE	C	.50
Talrik	PE	C	1.50
Talrik	PE	C	.50
Talrik	PE	C	.50
Tava	PE	C	.50
Tava	PE	C	.50
Tava	PE	U	1.50
Ten	PE	C	1.00
Tokath	PE	U	2.00
Torvik	PE	R	5.50
Torvik	PE	R	9.00
Torvik	PE	R	5.50
Yael	PE	C	.50

NON-ALIGNED

Name	Type	Rarity	Price
Aariss	PE	U	1.50
Bacon	PE	R	1.00
Bak	PE	R	1.50
Charlat (Vand)	SH	C	.50
Quinn (Toll)	PE	U	2.00
O. Fausk	PE	C	.50
O. Ragan	PE	U	1.00
Quinn (PH80)	EQ	C	2.00
Quinn (PH80)	EQ	C	.50
Quinn (Toll)	PE	U	2.00
Quinn	PE	U	.50
Quinn	PE	C	1.00
Quinn (Ship)	SH	U	2.50

K I N G D O M C O M E



HERESY

LAST UNICORN GAMES

Dealer and Distributor Inquiries: 1-800-275-4323

INQUEST CHECKLIST

Base	Rarity	Price	Base	Rarity	Price
Jyhed			Card	R	3.00
135 cards			Play of Ice	R	3.00
Starto Deck	\$8.95		Play of the Goddess	R	3.00
Booster Pack	\$7.50		Game	R	3.00
			Sample	R	3.00



Aura's Freezing Breath	R	5.00
Body of Sun	R	6.00
Day Operator	R	7.00
Emmancuar	R	5.00
Wage of the South	R	7.00

Doombrooper		
337 cards		
Starto Deck	\$7.95	
Booster Pack	\$2.45	



On The Edge

767 cards		
Starto Deck	\$7.95	
Booster Pack	\$1.95	
Chastice	R	6.00
Genetic Papillon	R	4.00
Glossus Link Secret	R	4.00
Interferential Influence	R	5.00
Tributs	R	5.00

Get Up Expansion		
Booster Pack	\$1.95	



Galactic Empires

337 cards		
Starto Deck	\$7.95	
Booster Pack	\$2.45	
Dragon Antaresian	R	2.00
Rights Plot	R	4.00
Intecity	R	4.00
Lucky Monsoon	R	2.00
Shaped Starburst	R	2.00

New Empires Expansion		
Booster Pack	\$1.95	

Name	Rarity	Price	Name	Rarity	Price
Wyvere			Woodward	R	2.00
134 cards			Lake Class	U	1.00
Starto Deck	\$7.95		Apple Fly	U	1.00
Booster Pack	\$2.50		Sidewalk	R	2.00
Graveld	R	5.00	Ship's Cat	R	2.00
Jovan	R	5.00			
Jamungamb	R	3.00			
Mobius Spell	R	3.00			
Quackzard	R	3.00			



Spellfire

475 cards		
Starto Deck	\$8.95	
Booster Pack	\$2.50	
Clear of Mind	R	2.00
Flamebite	R	2.00
Phantom Kilo	R	3.00
Sword of Wealth	R	2.00
Waterloop	U	1.00

Forgotten Anates Expansion		
Booster Pack	\$2.50	

Dragonance Expansion		
Booster Pack	\$2.50	

Rainfall Expansion		
Booster Pack	\$2.50	

Dixie		
200 cards		
Starto Deck	\$9.00	
Not sold in parts		

Bull Run	C	1.00
87th Infantry	C	1.00
Archie Roll	C	1.50
47th Infantry	C	1.00
107th Regiment	C	1.00
177th Hussars	C	1.50

Star of the Goddess

325 cards		
Starto Deck	\$8.95	
Booster Pack	\$2.95	



Blood Wars

234 cards		
Starto Deck	\$8.95	
Booster Pack	\$2.50	

Reconstruction Plot	R	6.00
Clear Night	R	5.00
Lady of Pain	R	22.00
Shield Mockers of Odo	R	5.00
Towert	R	6.00

See your local retailer or write to us for more information on these products. We are not responsible for any loss of items. We are not responsible for any loss of items. We are not responsible for any loss of items.

Thanks to the following retailers for helping out with this month's price guide!

B & R Baseball Cards
Bob Silverman
51 Lafayette Ave
Suffern, NY 10901
(914) 357-7996

Broadway Comics
Dorell Torony
P.O. Box 904
Valrico, FL 33594
(813) 661-6445

Charity Fellowship Gaming Hotline
The Rev. David Moore
58 Youngs Road
Wilkesville, NY 14221
(716) 632-8633

Game Master
Cathy McCauley
2613 Broadway (Route 4 West)
Fairlawn, NJ 07410
(201) 796-7377
Fax (201) 796-8535

Troll and Toad
Jonathan R. Huxton
253 Reynolds Rd.
Keary, NY 40737
(606) 878-2936
Fax (606) 878-9061

Wizard World
Rockland Center
51 E. Route 59
Nanuet, NY 10954
(914) 624-2224

Special thanks to my wife, who is helping me out of the way and spending my time reading for me. I am "very fortunate" to be able to do this. See the introduction on back.



The Future of Gaming

BY ROB SWAN

When it comes to making predictions, my crystal ball is about as clear as a glass of mud. I was the guy who said in 1993 that *Magic: The Gathering* would never get off the ground. But you can't keep a good seer down, so I'm prepared to try again. Based on confidential sources and semi-educated guesses, here's what I think the future holds for gamers.

This Black Lotus Really Stinks

As the card game market continues to swell, publishers will turn to elaborate packaging and exotic gimmicks to attract attention. Not just holograms and metal foil: expect jigsaw-puzzle cards that can be assembled to form huge maps, and deluxe cards made of plastic. Booster packs will include both cards and adhesive stamps; attaching, say, a red stamp to a dragon card will allow it to breathe fire, and a black stamp will enable it to attack twice in the same turn.

Card games with complicated rules will come bundled with computer software. While players plan their strategies, the computer will do the bookkeeping, including combat resolution and damage assessment. Roleplaying publishers are

already experimenting with this: witness the character-creation diskette included with the new *Champions Deluxe* superhero game.

You can also look forward to—don't laugh—scratch-'n'-sniff game cards.

Drop That Alpha Set or I'll Shoot

As I write this, the Washington state legislature is debating a law that will prohibit minors from consuming music considered "harmful" and without "serious literary, artistic, political, or scientific value."

If you think this bodes well for collectible card games, you're living in a parallel universe. In spring 1994, Canada was pondering a law that would make a federal crime of selling trading cards with images or descriptions of real-life criminals. The law would also apply to games "in which the players play the part of

murderers and pretend to engage in violent criminal activity." Guess you'd better get that *Cir Borgb* card out of your *Illuminati* deck.

Though I haven't heard of anti-card legislation pending anywhere in the U.S., that could change overnight. With an election year around the corner, opportunistic politicians will want scapegoats on which to blame society's ills.

In 1979, a Michigan State University student vanished, allegedly a victim of a *Dungeons & Dragons* game staged in a network of subterranean steam tunnels. The rumors were false; the kid showed up a few weeks later, his disappearance unrelated to *D&D*. But that didn't stop the media from demonizing roleplaying games, a reputation that still lingers.

Don't be surprised to hear news stories linking collectible card games to anti-social behavior; all it will take is the arrest of a shoplifter with a deck of *Magic* cards in his pocket.

How Much for Just the Box?

A few years ago, I decided to auction my surplus roleplaying games at Milwaukee's Gen Con, the largest game convention on the planet. How could I miss? Hundreds of bidders pack themselves into a room, supposedly snagging bargains, but invariably bidding the price of junk up to astronomical sums. Roleplaying games had never gone for much before, but I figured their time had come.

How'd I do? I got two dollars for a *D&D* adventure called *Case of Xanathor*, a buck and a half for the *Skull & Crossbones* rule book, and nothing for *Root Hill*. (I ended up trading it to a kid for a bag of dice.)

Despite this, I'm convinced the market for vintage roleplaying gear is ready to explode. Collectors seem to be awakening to the aesthetic pleasures of classic games and the untapped investment potential of hard-to-get products.

What looks to be hot? Mint-condition supplements from the 1970s. First editions of popular titles. Shrink-wrapped box sets packed with maps and miniatures. Specifically, the *Advanced Dungeons & Dragons Deities & Demigods* with the Cthulhu Mythos creatures, the Arch-Magic box from Mayfair Games, and old *Judges' Guild* modules like *City State of the Invincible Warlord*.

If you have quality copies of any of these stashed under your bed, hang on to them. Better yet, send 'em to me.

For more swan song articles, see *SWANSON*, and visit our website <http://www.robswan.com> for more swan song articles.



SCRATCH-N-SNIFF?

Whoa! I think I'm gonna hurl. Scratch-N-Sniff it! Are you nuts?

MAGIC
SOURCE

The
Shadow War
Begins in June!

The
Action-Movie
Card Game!



SHADOWFIST™

**Pre-Order the
Limited Edition Today!**

60-card Starter Decks (12/box)
12-card Shadowpack Boosters (36/box)

**A Fast and Furious
Butt-kicking Game!**

Open Mon-Fri, 9am-7pm; Sat, 12-5 ET.
The Magic Source, 71 Oliver St., POB 436
Cohoes, NY 12047

Fax to: (518) 237-6245

Email to: abmorders@wizvox.net

Foreign collars, or to receive our FREE catalog,
please call: (518) 237-5112

We accept checks and money orders plus Visa,
Mastercard, American Express and Discover cards.

We ship anywhere in the world.
Free Airborne shipping on certain orders.

Shadowfist is a trademark of Desha Games.

Content by © Doug Sider, Mike Benson, Mike Szabo, Tom "No No" Towner, Jason Westbrook and Steve Swaddy

1-800-2MAGIC6

DOMINIA™ ON EARTH

MAGIC
The Gathering™

Duelists' Convocation™
1995 U.S. NATIONAL
CHAMPIONSHIPS

ORIGINS '95

Test your deck against the most powerful mages in the United States at Origins '95 in Philadelphia, PA on July 13-16! Don't miss the hottest event of the '94-'95 Duelists' Convocation™ national circuit!

This is your chance to take on the best and earn the right to represent the U.S. at the World Championships later this year!

Once you've vanquished all of your opponents, stop by the Wizards of the Coast booth for artist sign-

ings, new product demos, and some of the best games money can buy.

For Origins '95 registration information please contact Andon Unlimited at 1-800-529-EXPO (3976). If you're in Ohio, the number is (216) 673-2117.

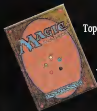
For general information about the U.S. National Championships, contact the Duelists' Convocation at Wizards of the Coast, (206) 226-6500, Monday through Friday, 9 AM to 6 PM Pacific Time.

F E A T U R I N G

A multiple-event National Championships, including both sealed- and constructed-deck tournaments, with the top four players advancing to represent the U.S. at the 1995 World Championships

Top-level play against such opponents as the Duelists' Convocation Top 25 Members and U.S. Regional Champions

Eight separate qualification tournaments to earn wild card slots in the finals



Wizards
OF THE COAST

Wizards of the Coast, Inc. P.O. Box 707, Renton, WA 98057-0707 Customer Service: (206) 624-0935

Magic: The Gathering, Duelists' Convocation, and Wizards' Convocation are trademarks of Wizards of the Coast, Inc. Wizards of the Coast is a registered trademark of Wizards of the Coast, Inc.